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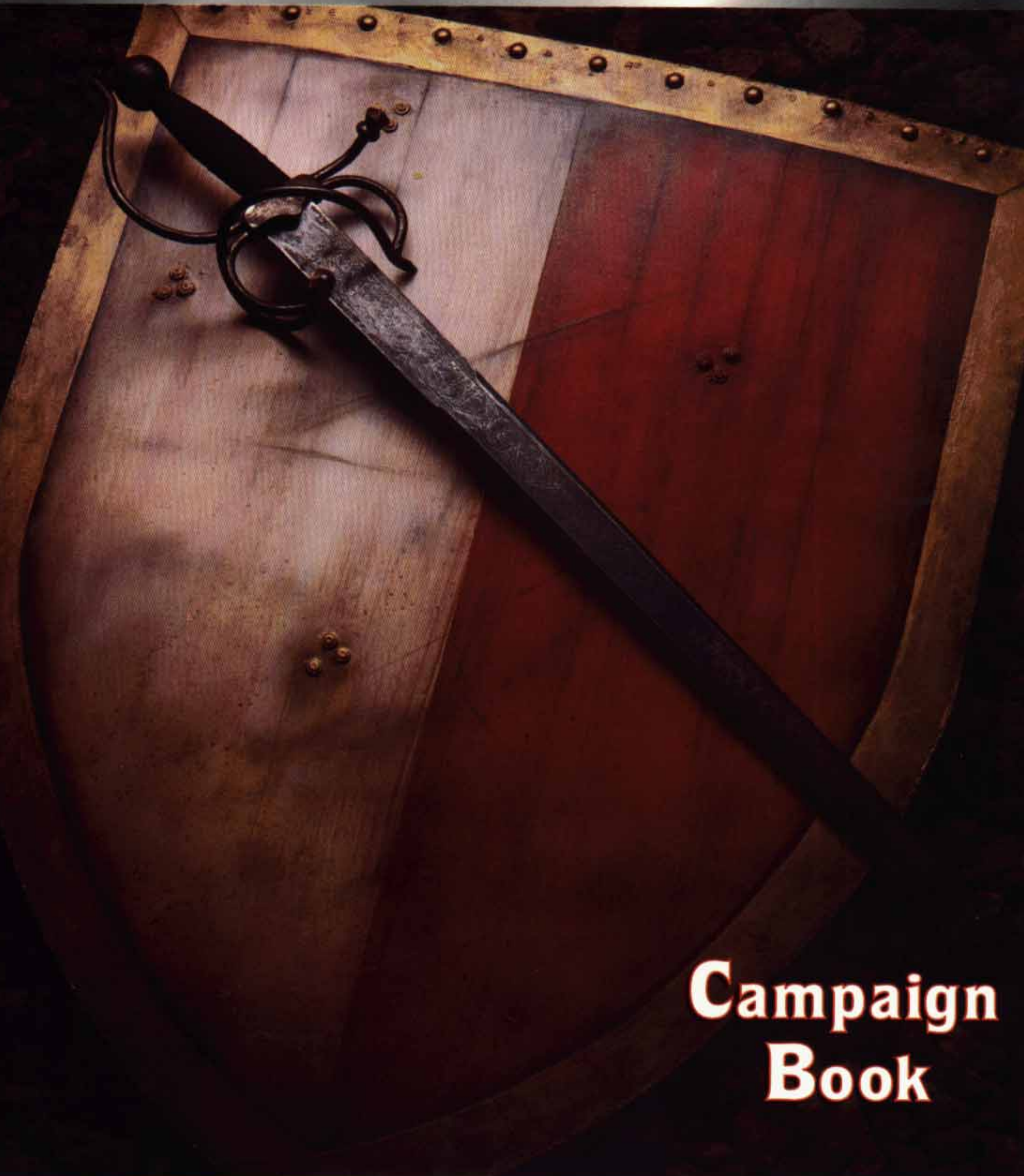

Campaign Book

Advanced Dungeons & Dragons®
2nd Edition
Campaign

RED STEEL™

Campaign Book

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INTRODUCTION

André looked over his small army. On his right, the archers were ready, as were the pistoleers. On his left waited those whose Legacies allowed them to generate missiles of one sort or another. He had assembled the best he could find of people "gifted" by the Red Curse, and he expected that the enemy would be surprised by his infantry. He turned back toward the tower and smiled, exposing his fangs in what he was certain the defenders would take as a snarl.

Today, *André vowed silently to himself,* I will take the tower for my own.

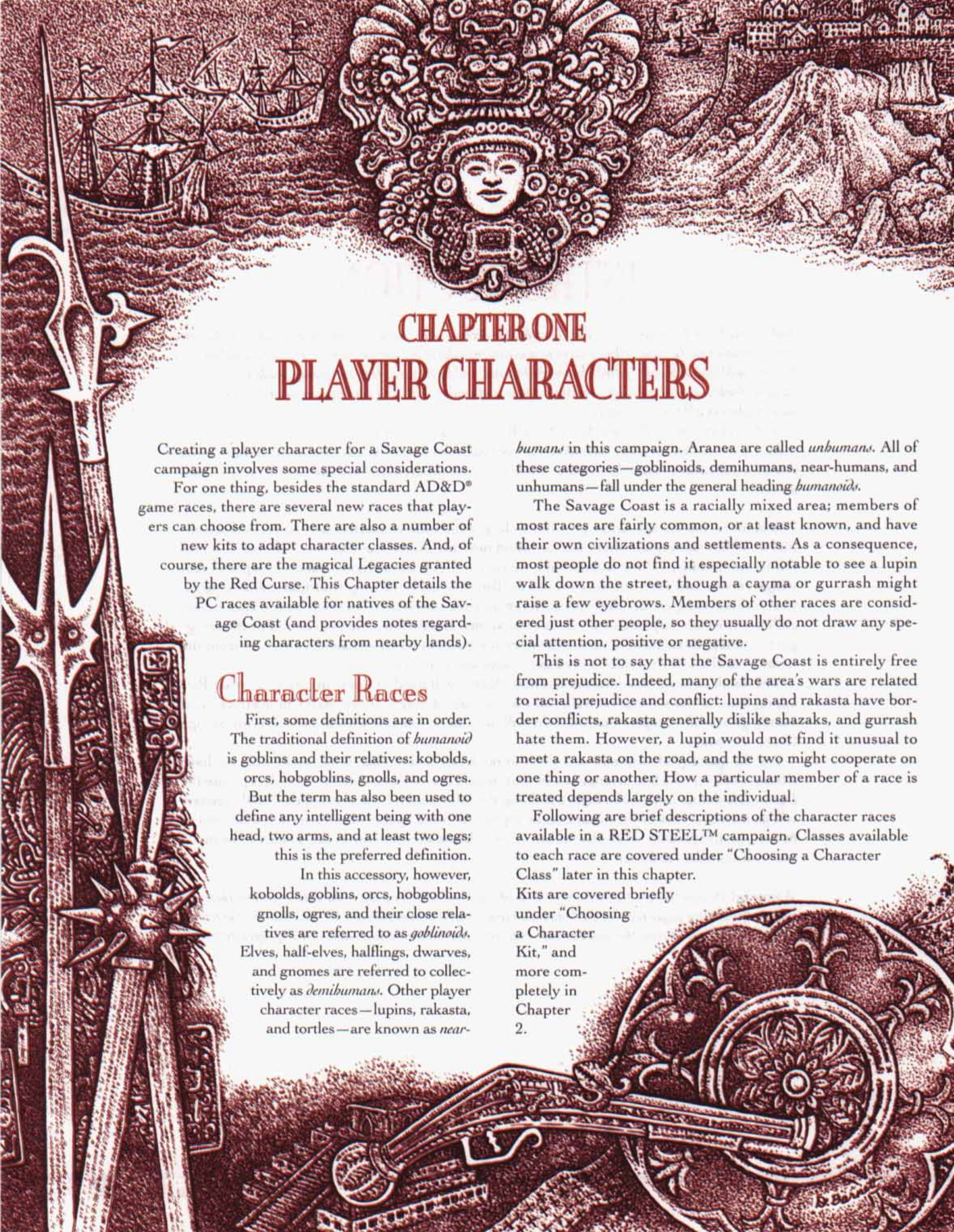
He was aware that the tower's defenders possessed many weapons of red steel, but so did his little army. And after the coming battle, his soldiers would have even more red steel weapons, and his power would grow…

The lands of the Savage Coast give rise to larger-than-life characters and marvelous adventures. Within this region, there can be found not only humans of assorted cultures, but also feline humanoids, canine humanoids, turtle people, various lizard races, scorpion men, winged elves, and even stranger creatures. But race isn't the only trait that makes characters in this setting exotic; there are also the unusual powers lent to them by the Red Curse, abilities often accompanied by hideous mutations. Exotic adventures arise out of the struggle to control those powers, and to acquire the magical metal red steel, as well as from the natural conflicts of the region's divergent races and cultures.

This book contains the information that players will need to know in order to create PCs appropriate to the setting. As well, there are details of magic, items, Red Curse effects, and campaign specifics, topics that the DM will need to be familiar with in order to run Savage Coast adventures.

But the quantity of information within this book can be daunting, if the reader does not have a framework on which to arrange it. For that reason, it is recommended that readers peruse the *Lands of the Savage Coast* book before tackling the information herein. From that book, readers will gain an overview of the history of the region, followed by a section by section treatment of its nations and peoples. With that information in hand, the contents of this book will be much easier to assimilate and use.

Warning! *Despite the fact that much of this book involves rules for player character creation, there are secrets within these pages that the DM may wish to keep hidden from players. For this reason, it is recommended that the DM read through the material first, and decide what sections are appropriate for the players to read.*



CHAPTER ONE
PLAYER CHARACTERS

Creating a player character for a Savage Coast campaign involves some special considerations. For one thing, besides the standard AD&D® game races, there are several new races that players can choose from. There are also a number of new kits to adapt character classes. And, of course, there are the magical Legacies granted by the Red Curse. This Chapter details the PC races available for natives of the Savage Coast (and provides notes regarding characters from nearby lands).

Character Races

First, some definitions are in order. The traditional definition of *humanoid* is goblins and their relatives: kobolds, orcs, hobgoblins, gnolls, and ogres. But the term has also been used to define any intelligent being with one head, two arms, and at least two legs; this is the preferred definition.

In this accessory, however, kobolds, goblins, orcs, hobgoblins, gnolls, ogres, and their close relatives are referred to as *goblinoids*. Elves, half-elves, halflings, dwarves, and gnomes are referred to collectively as *demihumans*. Other player character races—lupins, rakasta, and tortles—are known as *near-humans* in this campaign. Aranea are called *unhumans*. All of these categories—goblinoids, demihumans, near-humans, and unhumans—fall under the general heading *humanoids*.

The Savage Coast is a racially mixed area; members of most races are fairly common, or at least known, and have their own civilizations and settlements. As a consequence, most people do not find it especially notable to see a lupin walk down the street, though a cayma or gurrash might raise a few eyebrows. Members of other races are considered just other people, so they usually do not draw any special attention, positive or negative.

This is not to say that the Savage Coast is entirely free from prejudice. Indeed, many of the area's wars are related to racial prejudice and conflict: lupins and rakasta have border conflicts, rakasta generally dislike shazaks, and gurrash hate them. However, a lupin would not find it unusual to meet a rakasta on the road, and the two might cooperate on one thing or another. How a particular member of a race is treated depends largely on the individual.

Following are brief descriptions of the character races available in a RED STEEL™ campaign. Classes available to each race are covered under "Choosing a Character Class" later in this chapter. Kits are covered briefly under "Choosing a Character Kit," and more completely in Chapter 2.

Standard Character Races

Most of the standard character races are available on the Savage Coast, with only a few adjustments; for example, dwarves and elves have an expanded choice of character classes in this setting. The most important general adjustment is that demihuman races do not have their own cultures on the Savage Coast. For instance, while there are elves, there is no distinctly "elven" culture. The demihumans who live in the area are integrated into other cultures. In areas where human or another culture is dominant, it often has elements of demihuman culture. One consequence of this absorption of the demihuman races is that their languages are extremely rare, and demihuman characters may not know their traditional tongue.

Note that because of the Red Curse, most humans and demihumans native to the Savage Coast have a reddish cast to their skin. This varies by region, so red skin is common and somewhat dark in the Savage Baronies, while it is progressively less common and lighter in hue in countries further west.

The various cultures, and the appearance of their people, are described in the *Lands of the Savage Coast* book.

Humans

There are no special adjustments for human characters in this campaign setting. Most humans of the Savage Coast live in the Savage Baronies, Robrenn, and Eusdria. Some live in Herath as well. It is also possible to play a human from Hule, the city-states, or other areas, but characters from those places are described only briefly in this accessory.

Dwarves

Dwarves are fairly common in Eusdria and in Cimarron. There are also a few found in Robrenn, Renardy, Bellayne, and Herath. The dwarves conform to the cultural norms of the areas they dwell in. Physically, Eusdrian dwarves are similar to mountain dwarves; all others resemble hill dwarves.

Eusdrian dwarves can be bards if they take the Skald kit, but are limited to 12th-level advancement. Dwarven Skald are also limited as detailed in the *Complete Bard's Handbook:* They cannot cast spells, and they must conform to the rules of the Skald kit. In addition, dwarven Skalds must take the spellcraft nonweapon proficiency, and they can learn to resist spells. If a dwarven Skald finds a spell, and succeeds on a "chance to learn spells" roll, the character can later resist the effects of the spell by successfully passing another "chance to learn spells" roll when the spell is cast. The number of spells the character can resist is limited both by Intelligence (per the "Maximum Number of Spells per Level" rule) and by the bard's spell progression. Thus, a 2nd-level dwarven Skald can attempt to resist one 1st-level spell per day, provided the character has "learned" the spell previously.

Elves

Like dwarves, elves have no culture of their own on the Savage Coast. They are common in Robrenn, Eusdria, and Bellayne; they make up the majority of the population of Torreón; and they are also found in Renardy and Herath.

Elves conform to the cultural norms of the states in which they live, even in regard to allowed character classes. An elf born and raised in Robrenn can be a druid, but can advance only to 13th level. Even if the DM allows characters with high scores in their prime requisite abilities to exceed the normal level limits, an elf can never be a 14th or 15th level druid in the druid hierarchy. Instead, the elf retains the abilities of a 13th-level druid until earning enough experience to reach 16th level, at which point the character becomes a hierophant druid.

Elves can be bards on the Savage Coast, if they take an appropriate kit. An elf from Robrenn can be a Peasant or Noble bard (level limit 13), while one from Eusdria can be a Skald (level limit 12). An elf from Torreón or Renardy can be a Swashbuckler bard (level limit 12), while one from Bellayne can be a Herald (level limit 6).

Physically, most elves of the Savage Coast look like high elves, but those in Eusdria are similar to gray elves.

Half-Elves

Half-elves are common in Eusdria and Torreón; some are also found in Robrenn and Herath. Their racial adjustments and restrictions are those detailed in the basic game rules. In this campaign, half-elves use kits appropriate to the lands in which they live.

Along the Savage Coast, half-elves breed true. That is, the offspring of two half-elves is always a half-elf, as is the offspring of a half-elf and a human, or a half-elf and an elf. Some people on the Savage Coast use the term "demi-elf" to refer to those who have at least one half-elven parent. A person who has one elven parent and one human parent is still correctly known as a half-elf.

Halflings

Like other demihumans on the Savage Coast, halflings conform to the cultures in which they live, having no unique culture of their own in the region. Though most common in Cimarron, halflings are also found in Robrenn and Eusdria, and rarely in Renardy, Bellayne, and Herath. Hairfeets are the most common halflings, though stouts are found in Cimarron and Eusdria, and tallfellows in Robrenn, Eusdria, and Bellayne. Like half-elves, halfling characters use those kits available in their homeland. They have no special adjustments in this campaign setting, except for the fact that even if the *Complete Bard's Handbook* is used, halflings from the Savage Coast cannot become Heralds.

Gnomes

There are no gnomes native to the Savage Coast. Player character gnomes must be imported from other regions, and should adhere to the rules governing those places.

New Character Races

There are four new player character races in this campaign setting: lupins, rakasta, tortles, and aranea. If the DM approves, it may also be possible to play some sort of goblinoid.

The new races are covered in detail at the end of this chapter. Kits acceptable for each race are given in Chapter 2 of this book.

Aranea

Aranea are arachnid mages thought by most to be extinct. Those who still exist are usually found in Herath, as explained in Chapter 5 of the *Lands of the Savage Coast* book.

Goblinoids

There are no kobolds native to the Savage Coast, but if the DM allows, goblins, orcs, hobgoblins, gnolls, and ogres can be played as PCs, using the rules in the *Complete Book of Humanoids*. However, members of those races should use the kits recommended for them in Chapter 2 of this book, and the cultures described in Chapter 6 of the *Lands of the Savage Coast* book.

Lupins

Lupins are furred humanoids with doglike heads. Descended from a nomadic culture, they now make up the vast majority of the population of Renardy. There are also some lupins in Herath and the Savage Baronies, but elsewhere they are rare.

Lupins have a culture similar to that of the Savage Baronies, and there are a wide range of character classes and kits available to them.

Rakasta

Rakasta are feline humanoids. Bellayne is populated mostly by rakasta, split between the settled town dwellers and the nomads who carry on the rakasta's ancient traditions. Rakasta culture is unique, somewhat mystical, and concerned primarily with battle and honor. Some members of the race dwell in Herath, but the creatures are rare in other states.

Tortles

Tortles are bipedal turtles, about the same height as humans. They have inhabited the lands of the Savage Coast for thousands of years. But tortles have no real government, living in small family dwellings, often within the borders of some other race's state. The creatures are generally peaceful, scholarly farmers, but will defend their homes.

Creating a Character

Table 1.1: Racial Ability Requirements

	Str	Dex	Con	Int	Wis	Cha
Aranea	3/18	8/18	3/16	12/18	3/18	3/18
Lupin	8/18	3/18	8/18	3/18	3/18	3/18
Rakasta	9/18	8/18	3/18	3/18	3/18	3/18
Tortle	6/18	3/18	6/18	3/18	3/18	3/18

Table 1.2: Racial Ability Adjustments

Aranea	–2 Str, +2 Dex, –2 Con, +2 Int
Lupin	+1 Str, +1 Con, –1 Int, –1 Wis
Rakasta	+2 Dex, –2 Wis
Tortle	–2 Dex, +1 Con, +1 Wis

Creating a character for the Savage Coast is basically like making a character for any setting—as outlined in the *Player's Handbook*—but with more options for character race. In addition, the use of kits is strongly encouraged to help define the character's cultural background, and almost every character gains a magical Legacy due to the Red Curse. Kits are covered briefly later in this chapter and are fully detailed in Chapter 2. See Chapter 3 for rules about the Red Curse and Legacies.

Though details may vary according to the wishes of the DM, when creating a character, ability scores should be determined first, then character race, class, and kit. Next, the character's Legacy should be determined, followed by other details such as hit points and Armor Class, weapon and nonweapon proficiencies, equipment, and background.

Characters created for other campaign settings can also be transported to the Savage Coast. Simply create the characters with the rules of the alternate setting. When the characters arrive on the Savage Coast, they will suffer from the effects of the Red Curse within a matter of days; see Chapter 3 for details.

Generating Ability Scores

Nonhuman player characters must meet certain minimum and maximum requirements for their ability scores. For new PC races described in this campaign setting, racial minimums and maximums are listed in Table 1.1: Racial Ability Requirements. Next, characters of these races receive mandatory ability adjustments, as identified in Table 1.2: Racial Ability Adjustments. Note that these adjustments may raise a score to 19, or lower it to 2, as explained on page 20 of the *Player's Handbook*.

Choosing a Character Class

All standard character classes from the *Player's Handbook* are available in a Savage Coast campaign. There are no changes to basic character classes, other than some limits found in kits in Chapter 2 of this book. No new character classes are given here, although Chapter 7 holds a few guidelines for creating or adapting specialty priests.

Members of races presented here cannot advance in every class, and they have limited advancement in most classes. Class and level limits are detailed in Table 1.3. Note that individuals of some races are very limited in the choices of kits available to them.

Table 1.3: Racial Class and Level Limits*

	Fighter	Paladin	Ranger	Wizard**	Cleric	Druid	Thief	Bard	Psionicist
Aranea	6	—	—	U	9	12	12	—	10
Lupin	13	—	U	12	15	13	13	9	8
Rakasta	15	—	11	15	2	13	13	U	8
Tortle	11	—	—	9	12	—	9	9	8

*A number indicates the maximum level attainable by a given race in a given class; "U" indicates unlimited advancement; and no number or letter means a character of that race cannot advance in that class.

**This entry covers all wizard classes; some races are restricted from certain wizard classes. For a list of wizard classes available to each race, see Table 1.4. Level limits are the same for all wizards of the same race, regardless of specific class.

Table 1.5: Thieving Skill Racial Adjustments

Race	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Detect Noise	Climb Walls	Read Languages
Aranea	—	—	—	+10%	+5%	—	+5%*	+10%
Lupin	—	—	+5%	—	—	+20%**	–5%	—
Rakasta	—	—	—	+5%	+5%	+5%	+5%	—
Tortle	—	—	—	–5%	–5%	—	–20%†	—

*An aranea in demispider form has a +20% bonus; one in arachnid form has a 50% bonus.

**This is the lupin's bonus at 1st level; the bonus increases by 2% per level thereafter.

†A tortle cannot lift his or her body weight with arms alone.

Races detailed in the *Player's Handbook* and the *DUNGEON MASTER® Guide* have the usual class and level restrictions, with a few exceptions detailed under "Standard Character Races," above. The optional rule for exceeding level limits (as explained in Chapter 2 of the *DUNGEON MASTER Guide*) can be used if desired, but lupins and rakasta can never rise to greater than 13th level as druids.

Members of the new races are restricted to certain wizard classes. The wizard entry on Table 1.3 is general; details on wizard classes available to each race are found in Table 1.4. Elementalists and wild mages are described in the *Tome of Magic,* all others in the *Player's Handbook* and *The Complete Wizard's Handbook.*

All new character races described in this book have some members who are rogues. However, some are more suited to the profession than others. Table 1.5 gives the thieving skill adjustments for the races described here. These adjustments are also applied to ranger and bard skills of the same names.

Table 1.4: Wizard Racial Requirements

Aranea	Any.
Lupin	Mage, diviner, abjurer, invoker, necromancer.
Rakasta	Mage, conjurer, enchanter, illusionist, transmuter.
Tortle	Mage, abjurer, conjurer, diviner, water elementalist.

Table 1.6: Multi-Class Combinations

Aranea	Tortle
Mage/Fighter	Fighter/Cleric
Mage/Cleric	
Mage/Psionicist	
Mage/Thief	

The psionicist can be used in a RED STEEL campaign if the DM so desires. However, a psionicist cannot take the Inheritor kit and gain more than one Legacy. A character with a psionic wild talent does not gain an initial Legacy (in essence, the wild talent is the Legacy), but can take the Inheritor kit and later gain Legacies.

Humans, rakasta, lupins, and some aranea can be dual-class characters; dual class options follow standard guidelines. All allowed multi-class combinations for new races are listed in Table 1.6. Races able to have multi-class mages can also have multi-class combinations with all other wizard classes available to that race. For example, an aranea could be a fighter/transmuter.

Choosing a Character Kit

Character kits, role-playing tools detailed in Chapter 2, help define characters. Kits are based on the cultures in the area, and reflect certain standards and beliefs found there. Note that, ultimately, the culture a character is raised in is more important than the character's race. Thus, if an infant tortle were for some reason adopted by lupin peasants, the tortle might become a Local Hero fighter. Such instances are rare, however, and some kits are very restrictive about their memberships. For example, the Skald is very important to the culture of Eusdria, and it is unlikely that an Eusdrian Skald would teach the skill to an outsider, whether the outsider was a lupin, a tortle, or a human from the Savage Baronies. Limits are more fully defined in Chapter 2 and in the *Lands of the Savage Coast* book.

Since some characters are so restricted in their kit choice, multi-class characters in a RED STEEL campaign are allowed to choose a single kit. These selections are detailed in Chapter 2 of this book, and in the cultural chapters.

Determining Legacies

Almost every character native to the cursed lands starts with one Legacy, a magical, spell-like power. Those characters who choose the Inheritor kit (see Chapter 2) start the game with two Legacies, and they gain more as they advance in level. Initial Legacies are determined by a character's homeland, as explained in Chapter 3 of this book. Characters not native to the Savage Coast will gain a Legacy after spending several days in a cursed area. Again, the process is detailed in Chapter 3.

Aranea do not receive an initial Legacy, but can take the Inheritor kit to gain Legacies. Note that aranea characters can suffer from the detrimental side of the Red Curse even if they do not gain Legacies, so they must wear cinnabryl to protect themselves. Again, see Chapter 3 for details.

Determining Languages

The Common language of the Savage Coast is a trade tongue similar to Thyatian, the Common tongue of the lands east of the Serpent Peninsula. Known as "Slag" in other parts of the world—because of the association with Slagovich—Savage Coast Common also contains words derived from the languages of the various nonhuman races of the region. However, the Common tongue of the Savage Coast is sufficiently similar to the Common language used in the rest of the world that characters who speak one should be able to rapidly pick up the nuances of the other, though they may have an accent for quite some time.

In addition, there are several languages native to the Savage Coast; many are nonhuman languages, while others are local human tongues. Not every civilization on the Savage Coast speaks Common; the language is little used by lizard kin (cayma, shazak, and gurrash), for example.

However, for convenience, it is suggested that every player character be given two languages when created: Common, and the character's native language. These would not cost proficiency slots from the character's total. This assumes that the player characters are exceptional, having learned the Common language from a passing trader or some other such traveler, and it allows player characters to communicate easily with one another, and with most other people they encounter. While playing a character who does not know Common can be interesting for a while, it soon gets old if other player characters constantly have to translate for the individual.

This should not prevent the DM from occasionally having the player characters meet a group of NPCs who do not speak Common. If they do, there may be only one or two PCs able to communicate readily, or talking might require magical or other special means.

The Common tongue is used by a majority of the people in the city-states, the Savage Baronies, Robrenn, Eusdria, Renardy, and Herath; it is known by traders and travelers in southern Hule and the northern settlements of Yavdlom, as

well as among tortles and in Bellayne. The other peoples of the Savage Coast and surrounding areas seldom speak Common. Even in the areas where the Common tongue is widely used, the common folk often speak another language.

The local human languages of the Savage Coast include the following: Slagich (which is almost the same as the Traladaran tongue spoken elsewhere in the world), used by the peasants of the city-states; Verdan, spoken by commoners of Vilaverde and Texeiras; Espa, used by most people in the other Savage Baronies; Ranax, used by almost everyone in Robrenn; and Eusdrian (similar to the Antalian language used in other parts of the world), spoken by all Eusdrians. The neighboring lands of Hule and Yavdlom have their own languages, Hulian and Yavi.

The lupins of Renardy have two native languages. Renardois (similar to the Glantrian tongue Sylaire, and related to Common, Espa, and Verdan) is spoken by all but the lowest classes in Renardy. The lupin racial language (known as Lupin) is spoken by some of the more insular peasants of the nation. People of each segment of the population have some disdain for the other, so they do not usually learn the language of the other. A lupin character can choose either Renardois or Lupin as a native language, but must spend a proficiency slot to learn the other.

There is some crossover between the languages of the human and lupin areas. Espa and Verdan have about a 50% commonality with Common, and with each other. Thus, a speaker of Espa understands about half the speech of someone speaking Verdan or Common. The DM might allow a character who knows one of the three languages to acquire both the others with the expenditure of only one proficiency slot. Renardois has about a 25% commonality with Espa, Verdan, and Common, so someone who speaks one or more of those three languages can understand about a quarter of what someone says in Renardois.

Demihuman languages are seldom used along the coast. Because the demihuman races are so fully integrated into other cultures of the region, their racial tongues are not considered native languages. Consequently, demihumans must spend a proficiency slot to learn their racial tongue. Dengar, the language of dwarves, is known and spoken by a few dwarves in the mountains of Eusdria. Hin, also called Lalor, the language of the halflings, is all but forgotten on the Savage Coast. Elvish is spoken by a few older elves, mainly in Robrenn, and is common among Torreón's upper classes.

The shazaks have their own language, called Shazak; it is nearly identical to the Malpheggi language used by the more civilized lizard folk in the rest of the world. Both the gurrash and the caymas speak their own dialects of Shazak. One proficiency slot spent on Shazak would enable a character to speak one dialect fluently and understand the basics of all three dialects, while two slots would allow complete fluency in all three.

There are also three related goblinoid languages: Yazaka, used by all the goblinoid races of the Yazak Steppes; Yazug, spoken by the orcs of the Dark Jungle; and Yaz, used by the goblinoids who live along the coast itself. Each of these has a 50% commonality with each of the other two. Again, if the DM allows, a character can learn all three languages by spending just two proficiency slots.

The other local languages of the Savage Coast are Rakastayne, used in Bellayne; Herathi, the tongue of Herath; Tortle, the tortle language; and Risil, Jibar, and Nimmurian, used on the Orc's Head Peninsula.

As for written languages, the Thyatian (Common) script is the most popular on the Savage Coast. It is used for Common, Espa, Verdan, Traladaran, Renardois, Ranax, Eusdrian, and most demihuman languages. Hulian and Yavi have their own scripts, as does Herathi. The tortle language is written in glyphs by learned folks; the Shazak language has a syllabary used by shazaks, some caymas, and a few gurrash wizards. Nimmurian writing is also a syllabary. Rakastayne written language is composed of about 3,000 ideograms; it is used in Bellayne, and by the rare literate inhabitant of the Yazak Steppes who uses it to write Yazaka.

Lupin, Jibar, Yazug, and Yaz are only spoken languages; they have no written form. Speakers of Yazaka rarely have the inclination to write; when they do, they use the Rakastayne script.

Determining Armor Class

Some of the races presented for use as player characters have a natural Armor Class better than 10, without Dexterity bonus, magical items, or armor. This is generally due to durable skin or some other inherent toughness or ability to avoid damage.

For such characters, the Armor Class given in the following descriptions is used for front and back attacks. Dexterity bonuses or penalties to Armor Class apply as normal, as does the bonus for a shield. Magical bonuses are also in addition to Armor Class.

Actual armor for these characters is treated differently, more on an order with barding for horses. If a character's armor provides protection less than or equal to the character's natural Armor Class, the individual receives a bonus of 1 point of Armor Class. Thus, suppose a tortle, with natural AC 3, wishes to wear leather armor. The standard Armor Class for leather armor is AC 8, worse than what the character would normally have, so wearing leather armor gives the tortle AC 2. On the other hand, if the character wears armor that provides better protection than normal, the armor's rating is used. For example, a tortle wearing full plate armor (specially made—of course) has an AC 1 (or better, if the character has any bonuses for Dexterity and/or magic).

In many settings, it is difficult to find armor to fit nonhuman characters; this problem is not so pronounced on the Savage Coast. While it is difficult to find chain mail made for a shazak (because leather armor weighs less, is less expensive, and provides the same protection to the shazak), it is not difficult to find chain mail made for a rakasta, or plate mail made for a lupin. Still, characters might have unusual shapes, at least when away from their homelands, or might have special requirements because of their Legacies. In addition, armor is almost always made to order anyway. Most armorers are able and willing to make unusually shaped armor or helmets, and often have some needed pieces around, allowing them to quickly assemble an appropriate suit of armor.

Like most other PC races, lupins and rakasta have a base Armor Class 10. Base Armor Class for tortles is 3, unless they are pulled entirely into their shells, in which case they have an AC 1. Aranea are AC 7 in arachnid form; otherwise they have the Armor Class of the race they are shapechanged into.

Assigning Other Characteristics

As for characters of standard races, the player and DM are free to determine such things as name, gender, handedness, and so forth. Additional information on the new humanoid races is found in the appendix to this book, and players should be familiar with that information before determining their character's background. For those who prefer to randomly determine height, weight, starting age, and life span, the relevant information is given in Tables 1.7, 1.8, and 1.9.

Table 1.7: Average Height and Weight

	Height in Inches		Weight in Pounds	
Race	**Base***	**Modifier**	**Base***	**Modifier**
Aranea**	44/44	1d10	varies	varies
Lupin	60/58	2d12	150/140	6d6
Rakasta	58/56	4d6	140/125	8d6
Tortle	62/62	3d6	500/500	5d20

* Base numbers are listed male/female.

** The height and weight for the aranea's humanoid form should be derived as is standard for the humanoid race emulated. The height figures given are for the aranea's length in arachnid form; the weight of the aranea's arachnid form is the same as for the humanoid form. The demispider form is the same weight, and approximately the same height, as the humanoid form.

Table 1.8: Age

	Starting Age		Max. Age Range
Race	**Base**	**Variable**	**Base+Variable**
Aranea*	15	4d4	200+2d100
Lupin	15	1d6	90+2d10
Rakasta	15	1d4	90+2d8
Tortle	20	2d4	50+2d100**

* An aranea may need to be "sent to live with relatives" to cover a faster maturation rate than the race being emulated.

** Though tortles are capable of living to a very old age, few of them actually do.

Table 1.9: Aging Effects

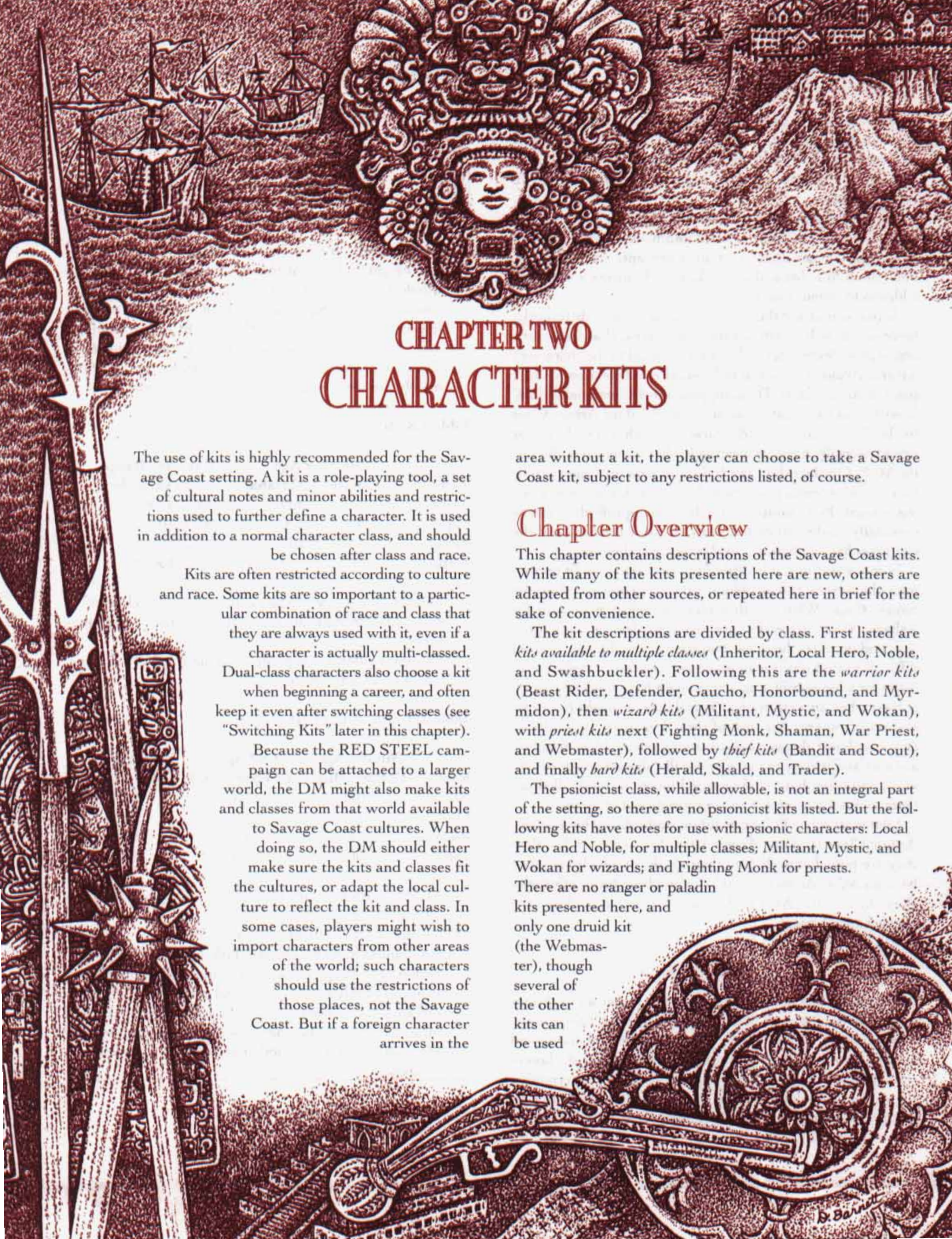
Race	**Middle Age*** (½ Base Max.)	**Old Age**** (⅔ Base Max.)	**Venerable***** (Base Max.)
Aranea†	100	133	200
Lupin	45	60	90
Rakasta	45	60	90
Tortle	50	66	100

* –1 Str, –1 Con; +1 Int, +1 Wis

** –2 Str, –2 Dex, –1 Con; +1 Wis

*** –1 Str, –1 Dex, –1 Con; +1 Int, +1 Wis

† An aranea character changes little before reaching venerable age, though the aranea's humanoid form appears to age normally for that race. Old aranea with a humanoid form of a short-lived race generally try to lead others to assume they have used magic to extend their life spans, or move to another area before suspicions are aroused.



CHAPTER TWO
CHARACTER KITS

The use of kits is highly recommended for the Savage Coast setting. A kit is a role-playing tool, a set of cultural notes and minor abilities and restrictions used to further define a character. It is used in addition to a normal character class, and should be chosen after class and race.

Kits are often restricted according to culture and race. Some kits are so important to a particular combination of race and class that they are always used with it, even if a character is actually multi-classed. Dual-class characters also choose a kit when beginning a career, and often keep it even after switching classes (see "Switching Kits" later in this chapter).

Because the RED STEEL campaign can be attached to a larger world, the DM might also make kits and classes from that world available to Savage Coast cultures. When doing so, the DM should either make sure the kits and classes fit the cultures, or adapt the local culture to reflect the kit and class. In some cases, players might wish to import characters from other areas of the world; such characters should use the restrictions of those places, not the Savage Coast. But if a foreign character arrives in the area without a kit, the player can choose to take a Savage Coast kit, subject to any restrictions listed, of course.

Chapter Overview

This chapter contains descriptions of the Savage Coast kits. While many of the kits presented here are new, others are adapted from other sources, or repeated here in brief for the sake of convenience.

The kit descriptions are divided by class. First listed are *kits available to multiple classes* (Inheritor, Local Hero, Noble, and Swashbuckler). Following this are the *warrior kits* (Beast Rider, Defender, Gaucho, Honorbound, and Myrmidon), then *wizard kits* (Militant, Mystic, and Wokan), with *priest kits* next (Fighting Monk, Shaman, War Priest, and Webmaster), followed by *thief kits* (Bandit and Scout), and finally *bard kits* (Herald, Skald, and Trader).

The psionicist class, while allowable, is not an integral part of the setting, so there are no psionicist kits listed. But the following kits have notes for use with psionic characters: Local Hero and Noble, for multiple classes; Militant, Mystic, and Wokan for wizards; and Fighting Monk for priests. There are no ranger or paladin kits presented here, and only one druid kit (the Webmaster), though several of the other kits can be used with those classes.

Following the kit listings are notes recommending particular kits for specific cultures and races, details on abandoning and changing kits, and comments concerning use of the setting without kits.

Proficiencies & Secondary Skills

The optional proficiency system, presented in Chapter 5 of the *Player's Handbook*, is strongly recommended for the Savage Coast. Like kits, the proficiency system helps define a character's cultural background; many kits also offer bonus proficiencies. DMs who do not use the proficiency system can use the information in the kits as a guideline for determining secondary skills.

Special Note: The Inheritor

The Inheritor is a particularly important and potentially quite powerful kit that makes use of the Legacies of the Red Curse. The kit is available to most races and classes, and is unique to the cursed lands of the Savage Coast. In many ways, the Inheritor kit is pivotal to the campaign, because it illustrates how some people have reacted to the Red Curse, and seek to do something about it. Even if your campaign does not use kits, the Inheritor ideals should serve as the basis for a region-wide society.

Kit Descriptions

Each kit begins with a short overview, explaining how the kit reflects its cultural background and how it is used in the campaign. Other sections are as follows.

Character Class: Many kits are open to more than one class; the classes permissible are listed here.

Races and Nationalities: Not all kits are available to all races, while some are required for certain combinations of race and class, and others are permissible only for particular nationalities. In general, kits are more a function of culture than race, so racial restrictions often can be ignored for characters of a proscribed race who have been raised in the kit's culture. But some kits are so restrictive that their secrets are taught only to actual natives, never to those adopted into the culture. This entry lists all such availabilities and restrictions.

Requirements: Any other requirements for membership in the kit are listed here, including social class, gender, alignment, and ability scores. Ability score requirements, if any, are in addition to those for the character's chosen class.

Role: This section describes how a character of the given kit tends to act in a campaign, including how characters of different races vary in their treatment of the kit. It also details any special appearance or mannerism specific to members of the kit.

Class Modifications: Kits often affect the abilities inherent to a class, such as available schools of magic or thieving abilities. Any such changes, bonuses, or restrictions are listed in this entry.

Weapon Proficiencies: Some kits require particular weapon proficiencies. When required to take a weapon proficiency, the character must still spend the appropriate number of proficiency slots, unless the kit specifically states otherwise. This section also lists weapon preferences for the character, as well as weapons initially forbidden to the kit (those unavailable to a 1st-level character of this type). Some kits may receive bonus proficiency slots for weapons; these are detailed here also.

Nonweapon Proficiencies: This section lists skills that develop the role of the kit. Included (as above) are bonus, required, recommended, and forbidden proficiencies.

Equipment: Some types of characters are inclined to use certain types of equipment. This section covers preferences and restrictions regarding armor and miscellaneous equipment. Some kits gain certain equipment without cost.

Special Benefits: Most kits have some benefit that is not available to other characters. This can be anything from special rights in certain places, to an unusual ability, to a beneficial reaction from others.

Special Hindrances: Just as most kits have some special benefit, most also have some special disadvantage. These include such things as an unfavorable reaction from NPCs or particular customs or habits members of that kit must follow.

Wealth Options: Some kits provide their members with more money than normal for members of the same character class, while others might be restricted from starting with any money at all.

Kits for Multiple Classes

There are five kits available to a wide range of classes, even crossing over groups of character classes. Following is an overview of these kits:

- *Inheritors* have set themselves the task of fighting against the Red Curse. To do so, they learn how to control the Legacies it provides, gaining more than the single Legacy that others acquire. Inheritors can be fighters, mages, clerics, thieves, or bards. The Inheritor kit is unique to the Savage Coast setting. Because of its special nature and importance to the setting, the Inheritor's description is rather extensive, and longer than that of any other kit.
- *Local Heroes* are members of the lower classes and usually live in rural areas; they are heroes of the local populace. Local Heroes can belong to any character class, but are rarely psionicists, specialist wizards, wild mages, or specialty priests. (This kit takes the place of the Peasant, Adventurer, True Bard, True Paladin, and Village Druid from other sources.) *It is the default kit,* for use if all others are inappropriate for a character—it allows the most flexibility.

- *Nobles* are members of the upper classes and ruling families, in those nations and states that have such things. Nobles can belong to any character class except bards, thieves, necromancers, and wild mages. (This kit takes the place of the Noble Warrior, Nobleman Priest, Patrician, and Noble Psionicist published in other sources.)
- *Spies* are those characters who infiltrate enemy groups to discover their secrets. In this setting, the spy kit is not limited to thieves: Wizards of all types, psionicists, bards, fighters, and rangers can also take the Spy kit.
- *Swashbucklers* are dynamic and witty, often known for their daring escapades. In this setting, the Swashbuckler kit can be used with warrior, rogue, or wizard classes.

Inheritor

An Inheritor is a character trained to harness and control the beneficial effects of the Red Curse, gaining multiple Legacies, while using cinnabryl to stave off the detrimental effects of the Red Curse. Because of this, Inheritors seek to control the supply of cinnabryl, so they will always have enough for their needs. This also leads them to monitor the users of Legacies and the trade of red steel, making Inheritors something like self-appointed "curse police" (a nickname they have acquired in some regions).

Inheritors can be of any alignment, but they all have two major concerns in common: 1) controlling the trade of cinnabryl and red steel, to ensure their availability, and 2) monitoring the use of Legacies, to prevent abuse of those powers (and the backlash that abuse could incite). All belong to one of three exclusive, secretive societies which have sprung from three earlier organizations that have existed on the Savage coast for decades. Historically, these groups have aligned along lines of Law versus Chaos. Officially, less attention is paid to questions of good versus evil—especially in the Neutral and Chaotic camps—though that struggle takes place at the personal level.

Lawful Inheritors belong to the Order of the Ruby, the organization once known as the Brotherhood of Order or the Lawful Brotherhood. Individuals are known as Inheritors of the Ruby, or Ruby Inheritors. Most of these Inheritors seek to one day reverse the Red Curse. They believe that gaining multiple Legacies will help them more fully understand the Red Curse, and that fighting the curse is possible only by using Legacies against it. The symbol of a Ruby Inheritor is a ruby carved with a rune indicating the character's status in the organization. The ruby can be worn in jewelry, or simply carried.

Chaotic Inheritors belong to the Order of the Flame, once called the Friends of Freedom, the Chaotic Alliance, or, in some places, the Chaotic Sisterhood. Individuals are known as Flame Inheritors, or Inheritors of the Flame. These people become Inheritors because it is a road to power they can use for their own ends. The symbol of a Flame Inheritor is a specially decorated box that holds ceremonial flint, steel, and tinder.

Neutral Inheritors belong to the Order of Crimson, once known as the Neutral Alliance. Individuals are known as Crimson Inheritors. Most believe the Red Curse is a test from the Immortals, both a test of faith and a test of people's use of great power. Good Crimson Inheritors believe Legacies should be used to help others, while those of true neutral alignment believe they must be used to support the balance of nature, and those rare Crimson Inheritors of evil bent think the Legacies are curses that should be used to test others. A Crimson Inheritor's symbol is some sort of red cloth, such as a handkerchief, a sash, or even a cape.

The orders are opposed in many ways, though divisions are not absolute; Crimson Inheritors in specific often ally with the other orders, good ones usually with the Order of the Ruby, evil ones generally with the Order of the Flame.

Each order determines a leader, who solves disputes within the order and guides it toward its goals. The Ruby Order elects their leader, while the Flame Order leader is determined by combat. The leader of the Crimson Order is the highest level cleric of the order. These three leaders have a monthly *Conclave* in the capital of Bellayne, each often bringing assistants or aides. At the beginning of each year, the leaders gather in a *Grand Conclave,* along with any other Inheritors who want to be there. The Crimson Order's leader presides over Conclaves and Grand Conclaves, which mediate inter-order disputes, exchange ideas and information, and discuss common problems.

For instance, suppose an evil Inheritor thief acquires cinnabryl by stealing amulets from the peasants of a town. A good Inheritor fighter from the village takes offense. The characters could fight (after challenges have been issued), and might bring their conflict before others. If they belong to the same order, that order's leader mediates the dispute and makes a decision. If they are of different orders, the Conclave mediates the dispute; if the Conclave is far away (in time or distance), a *Minor Conclave,* consisting of a single non-involved member (usually a cleric) of each order, can be called to mediate informally. The mediator(s) would probably decide against the thief, who should have asked permission from the fighter before stealing cinnabryl in his area.

The secrets of gaining multiple Legacies are jealously guarded by the orders. They teach the procedure only to members, beginning with their initiation into an order. Inheritors must protect the secrets of the orders; those who do not are considered renegades, and are punished by their order. Though Inheritors with differing philosophies and alignments sometimes have disputes, their behavior toward one another is guided by a set of regulations enforced by the orders. Prospective Inheritors are trained for a full year before being initiated (and reaching 1st level), to ensure that they will adhere to the Code of the Orders; few secrets are revealed to neophytes before that initiation.

The orders also have associate members, people who are not Inheritors, but who aid Inheritors in their endeavors. Associate members also have certain privileges and responsibilities. They can be sponsored by any Inheritor, but can be initiated only by a bard or cleric of the order; associate membership is unofficial until recorded by a cleric. A member or associate member of an order always wears or carries the order's symbol, though any member on a secret mission certainly does not display the symbol openly.

Besides the symbol of an order, an Inheritor often has a personal symbol, or sigil, as well; this is used to mark the Inheritor's works and possessions, and is often worn on a shield, on armor or a cape, or as a pendant. No two personal symbols are alike, and the misuse of a sigil is considered a great affront to the owner, and a crime against all the orders; both owner and order seek to punish offenders.

Inheritors are not common on the Savage Coast (yet), but the orders have members in every nation, and maintain hostels in many cities. Some governments are hostile to the Inheritors, who consequently operate covertly in those places.

Character Class: Single-class fighters, mages, clerics, thieves, and bards can be Inheritors. Others are excluded from regular membership, because their special interests interfere with the devotion and concentration necessary to control multiple Legacies. However, anyone can be an associate member of an order. It is possible, though very rare, for an Inheritor to become a dual-class character (but a dual-class character cannot become an Inheritor).

Races and Nationalities: The Inheritor kit is available in any land that suffers under the Red Curse. This excludes the city-states, Hule, the Yazak Steppes, and the Dark Jungle. Most of Nimmur, Jibarú, and the lands of the Wallara are free of the curse; of these, only Jibarú has any native Inheritors, and these are rare. Inheritors are also rare in the lizard kin nations of Cay, Shazak, and Ator.

The orders sometimes take members from outside areas, but they must be trained for a year before joining. Thus, an Inheritor can come from Hule (or elsewhere) if the individual has lived and trained in a cursed area for a year or more. Some races (aranea, ee'aar, enduks, and wallaras) do not start with Legacies. Becoming an Inheritor is the only way that they can gain any of the powers.

Requirements: An Inheritor can have any social class, gender, or alignment. The kit can be taken only by 1st-level characters. Characters who want to become dual-class can become Inheritors only when they begin advancement in their initial class.

Each of an Inheritor's ability scores must be at least 9. The order will not accept any member who is weaker in any area, because of the toll exacted by the Legacies. A high Wisdom and Intelligence are preferable.

Role: In many ways, an Inheritor is an individual with powers beyond those of mortals, almost a super-being. Inheritors can be heroes or villains, depending on their personalities and how others perceive them.

All Inheritors abhor the thought of being locked up or deprived of cinnabryl in some other way, because of the horrible effects that can occur. This leads many to believe that Inheritors consider themselves above the laws of local governments (and some really do).

An Inheritor is generally self-confident and proud; for some, this is arrogance, for others, simply the self-assuredness that comes from total belief in a cause. Because they are so confident, many Inheritors take risks, and they are often viewed as obnoxious boors. Other Inheritors are seen as simply capable, and potentially dangerous. The exact manner of the character is up to the player, and is influenced by alignment, race, and class.

Lawful (Ruby) Inheritors are common. They seek control over the magical substances, and the people afflicted by the Red Curse. Chaotic (Flame) Inheritors care less about control, and more about having enough freedom and possessions for themselves and their friends.

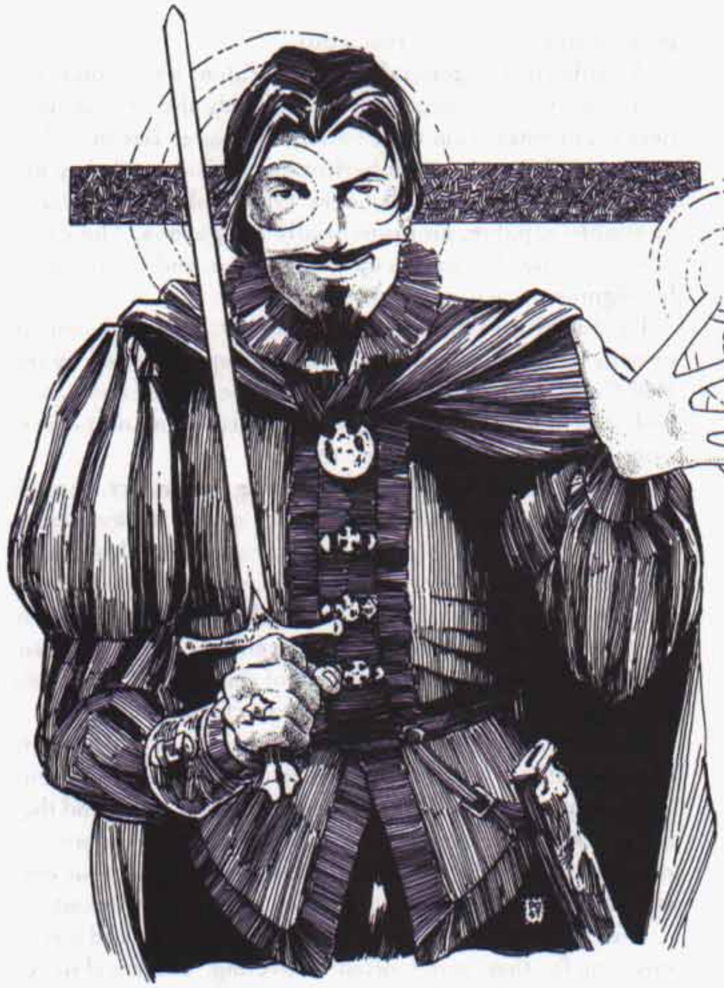
Race makes little difference among Inheritors, though there are some tendencies. Tortles are almost always serene in their confidence, rather than arrogant or obnoxious. Herathians almost always look for an end to the Red Curse, no matter what their alignment. People of Robrenn, Jibarú, Cay, Ator, and Shazak often look to end the curse, but usually have the more immediate goal of removing it from their homeland. They often join the Crimson Order.

Members of different character classes have distinct roles in the orders; this leads to dissimilar attitudes among them. Fighters are the guardians and soldiers of their order, and they are charged with the duty of crafting red steel weapons and monitoring the red steel trade. Bold in battle, they are the ones who are most often viewed as obnoxious or overconfident.

Thieves are given the duties of acquisitions and covert missions for their order, often "collecting" cinnabryl or red steel from its possessors without their knowledge. The job of crafting cinnabryl talismans also falls to an order's thieves. Though thieves tend to be quiet and competent, avoiding notice, Inheritor bards welcome public attention. They use their abilities to entertain others, while gaining information of interest for their orders. Bards are also responsible for circulating information such as Conclave news to members of the various orders. As well, it is usually a bard who initiates associate members, then reports the initiation to one of the order's clerics. Finally, in regions without Inheritors bases, thieves and bards distribute potions and talismans to members of the orders.

Inheritor mages study the Legacies themselves, and can recognize manifestations at early stages. They make the potion base for crimson essence, used to gain multiple Legacies. Some mages consider themselves superior to other Inheritors because of their greater knowledge, but many feel a sense of impotence because they cannot prevent or negate the effects of the Red Curse.

Clerics are the historians and record keepers of the orders. They keep track of members, associate members, and their Legacies, as well as the number of available talismans, amulets, and crimson essence potions, and the rules and strictures of the orders. Clerics make up the bureaucracy of each order, each serving in a semi-official capacity. They tend to be calm and



unemotional, staying out of disputes among others. They are the preferred mediators of minor, local conflicts.

Class Modifications: This kit causes no modifications to the fighter class. Thieves receive no bonuses or penalties, but tend to concentrate on the stealth skills of silent movement and hiding in shadows. Lockpicking and trap finding and removing are also popular skills. Bards have the standard skills for their class. Inheritor mages often prefer alteration and divination magic, though they are not limited in spell choice. Likewise, clerics can choose spells from any sphere. Clerics can be devoted to a specific Immortal or to a particular alignment. Those of particular cultures tend to stick with the Immortals, alignments, and spells of that culture.

Weapon Proficiencies: There are no special weapon proficiency additions or restrictions for Inheritors. However, an Inheritor must purchase a red steel weapon at 1st level, and fighters usually specialize at 1st level, tending toward swords. *Inheritors never learn wheellock proficiency.*

Nonweapon Proficiencies: Each class of Inheritor receives bonus proficiencies. Fighters receive redsmithing, mages alchemy, thieves metalworking and disguise, bards legacy lore and information gathering, and clerics curse lore and reading/writing. Inheritor fighters are required to take weaponsmithing at 1st level. Recommended proficiencies include the bonus proficiencies for other Inheritor classes, as well as glassblowing, herbalism, local history, ancient history, and ancient languages. The armorer proficiency is recommended for fighters.

Equipment: Inheritors prefer to buy equipment of red steel, such as armor and other weapons. These are considered status symbols among Inheritors. Of course, it is easier for Inheritors to obtain cinnabryl and related substances, as the following section explains.

Special Benefits: As mentioned, each Inheritor belongs to a society; these groups offer support in many ways. A member of an order can recognize other Inheritors by their order symbols (if not by other means). Inheritors can expect other Inheritors to treat them by the Code of the Orders, and in case of disputes, can expect mediation during Conclaves.

The orders also serve as the source of cinnabryl, red steel, crimson essence, and smokepowder, though the latter is used only for trade. In many locales, these substances are available only through, and to, Inheritors. (Even associate members of an order find it difficult to obtain cinnabryl talismans and the base potion for crimson essence.) Though Inheritor mages make smokepowder and the base for crimson essence, and Inheritor fighters craft red steel weapons, these items are often available from Inheritor thieves and bards.

Crimson essence and cinnabryl talismans are integral to the most important special benefit of the Inheritor, the ability to acquire multiple Legacies. Before initiation into an order, a prospective Inheritor is taught how to control the magical power of the Red Curse. At the initiation, the individual imbibes a vial of crimson essence. Like anyone who drinks such a potion, the character gains a Legacy—but while anyone else would receive it only temporarily, the Inheritor gains it permanently.

The training in control of magic continues as the Inheritor advances in level, and every third level afterwards (at 3rd, 6th, 9th, etc.), the character may consume another vial of crimson essence and gain another permanent Legacy. If the Inheritor tries to gain another power before training is complete, the potion grants the Legacy only temporarily (as for crimson essence consumed by non-Inheritors). When the Inheritor has reached an experience level sufficient to gain another power permanently, the character must purchase the vial of crimson essence, which is usually consumed during a ceremony performed by the Inheritor's order.

Crimson essence is made using cinnabryl talismans. The potion base is made by an Inheritor mage, using the alchemy proficiency. A specially crafted vial containing the potion base is then placed into a special compartment in a cinnabryl talisman (this compartment is the only real difference between a cinnabryl talisman and a cinnabryl amulet), which the Inheritor then wears. The power emanating from the cinnabryl, and from the Inheritor (due to the Legacies), imbues the potion base with magic, eventually turning it into crimson essence. The change from potion base to crimson essence takes about two months, during which time the Inheritor must wear the talisman; if it is removed for more than a few minutes (one turn), the magic dissipates, and the potion base must begin the process again. (This gives just enough time to exchange a potion vial from a holder of depleted cinnabryl to a fresh one.)

It is possible for a person other than an Inheritor to create crimson essence using a talisman, but it takes six months. It is also possible for individual Inheritors to create more crimson essence than they personally need. These potions can then be sold to others who desire them.

Note: Though Inheritors who quit the orders are considered renegades (see "Special Hindrances"), a prospective member can quit before initiation without recrimination. Since a prospective member learns how to control a second Legacy, it is possible for that person to later obtain a second Legacy permanently with crimson essence, provided that the character manages to obtain the potion and remember his or her training. Thus, a character with another kit can sometimes have two Legacies.

Special Hindrances: One minor disadvantage of the Inheritor kit is its restriction to the classes above, excluding all specialists. (If adding new classes to the campaign, GMs should not allow them to be Inheritors.)

Another hindrance is the kit itself, and the orders to which the Inheritors belong. Though the orders help in many ways, they can also cause problems. For example, Inheritors are disliked in some places, because they are viewed as self-appointed police who selfishly hoard cinnabryl and related materials. Since all Inheritors wear recognizable symbols (except when on covert missions), they usually can be recognized easily. In places where Inheritors are perceived as oppressors or criminals (as detailed in Chapter 7), they receive a +2 penalty to reaction rolls.

In addition, to remain in good standing with the orders, an Inheritor must follow their regulations and obey the decisions of the Conclaves. This might range from a directive for an Inheritor to move into a special area, to a command to hunt down a renegade or other enemy of the orders, to a charge to distribute materials in a given region.

The Code of the Orders: All Inheritors must also follow the Code of the Orders. The code exists primarily to protect Inheritors from other Inheritors, with most decisions regarding other people left up to individuals. With the many divisive philosophies among Inheritors, arguments are inevitable, so a unified code of behavior is important. The code is primarily a set of courtesies; it applies only to full members in good standing, and has only four parts.

1. The Sanctity of Home: An Inheritor cannot violate the home of another Inheritor. Thus, Inheritors and their possessions are safe within their own home. Anyone who violates this rule becomes the enemy of that Inheritor's entire order.

2. The Official Challenge: An Inheritor cannot attack another Inheritor without first issuing a formal challenge. If an Inheritor on an adventure discovers another Inheritor and wishes to attack, he or she must first spend a round issuing a challenge. A challenge typically lasts for only the given encounter, but the person issuing it can specify an amount of time (as in "you are my enemy until the end of the year") or even make it permanent. This rule is intended to keep Inheritors from ambushing other Inheritors—unless a permanent challenge has been issued. Note that the target cannot reject the challenge.

3. The Rendering of Aid: An Inheritor must give aid to other Inheritors of the same order. This is usually a temporary alliance for a specific encounter, but can also extend to giving shelter to an Inheritor and that person's traveling companions. The giver can decide exactly how much aid to provide, but cannot turn down a request completely. Generally, the person requesting aid makes the need specific. The two parties then negotiate on the exact help to be rendered. Once an agreement is made, it cannot be broken.

4. The Sacredness of Conclave: An Inheritor involved in a conclave of any type cannot be attacked by another Inheritor. This is for practical reasons, to prevent disruption at the Grand Conclave, and also extends to protect those on the way to a conclave. Inheritors have been known to use this rule to protect themselves from attack, asking a leader for assignment at a monthly Conclave, volunteering for a Minor Conclave, or simply traveling to Grand Conclave. The claim must be reasonable; an Inheritor 10 miles from the capital of Bellayne cannot expect protection by claiming to be traveling to Grand Conclave a month before it starts.

An Inheritor who defies the code can be declared a renegade, as can one who tells the secrets of the orders, or who consistently disobeys directives. Charges can be brought against an Inheritor only by another Inheritor. At the next conclave of order leaders (never a Minor Conclave), the accused is formally charged and given the opportunity for self-defense. If the conclave decides against the individual, punishments range from an order to correct the problem, to a fine, to a sentence of death. The clerics of the orders record this decision, and word of it is spread by the orders' bards. Appeals are allowed only if the defendant can present new evidence to an order leader. An Inheritor who refuses to accept punishment is declared a renegade and is the enemy of all other Inheritors, the subject of a hunt by members of all orders. Renegades lose all protection of the code. Unless a conclave of order leaders specifically decrees otherwise, a renegade is wanted dead or alive.

Associate members of an order must also keep its secrets and follow the code, though they do not themselves enjoy its protection. Sponsors of associate members can be held accountable for their actions. An associate member can be charged with an offense and judged at a Minor Conclave. Appeals can be made through the sponsor, and are decided by a conclave of order leaders.

Other Hindrances: Besides the political hindrances of the kit, there are dangers associated with acquiring Legacies as well.

One is the issue of training. If the DM uses the optional training rules, training for power gain and control must come from a higher level Inheritor, though class-related training can be conducted normally. But even if the optional training rules are not used, an Inheritor must somehow be taught to control the magic of the Legacies. If a trainer is not available at the time an Inheritor is ready to gain a third level and acquire a new legacy, the character must learn without aid how to master the power. In game terms, the character suffers an immediate penalty of –10% to experience. Upon regaining the experience necessary to attain the new level, the character now acquires the Legacy through his or her own study. (Note that if a trainer becomes available during the interim, the character is restored to the *minimum experience necessary for the new level* and acquires the Legacy with the trainer's aid.)

A character who permanently gains a Legacy also loses one point from one ability score, as explained in Chapter 3. Since Inheritors gain multiple Legacies, they lose several points from ability scores over the course of a long career. The side effects of gaining a Legacy, such as red skin, also become more pronounced in an Inheritor.

Also, as the possessor of multiple Legacies, an Inheritor must be extremely careful to always wear cinnabryl. As explained in Chapter 3, a character with a Legacy who loses contact with cinnabryl for too long suffers from the malign effects of the Red Curse. Among those are physical transformation and greater attribute loss. If any of a character's ability scores is reduced to 0 or below, the character immediately dies.

Finally, smokepowder interacts strangely with Inheritors, because their bodies carry multiple Legacies. Whenever a smokepowder explosion occurs within two feet of an Inheritor (even the firing of a smokepowder weapon), a week's worth of the character's cinnabryl (one ounce) is instantly depleted. If the character has less than a week's worth of cinnabryl left, the amount remaining is instantly depleted, and any time left over is applied to the malign effects of the Red Curse. See Chapter 3 for the precise effects of cinnabryl deprivation.

Wealth Options: An Inheritor starts with the same amount of money as a standard member of the appropriate character class.

Local Hero

Local Heroes are champions of the masses, perhaps the most common type of wandering adventurer. Never forgetting their roots, they are advocates of commoners and equality. Many Local Heroes espouse the "rob the rich and give to the poor" philosophy.

Most Local Heroes are from rural areas, but they can also come from insular urban communities.

Character Class: Any character class can take the Local Hero kit, though specialist wizards, wild mages, specialty priests, and psionicists are rare.

Races and Nationalities: Local Heroes are found in the city-states, the Savage Baronies (though rarely in Gargoña), Renardy, Bellayne, and Herath. The kit is seldom used by people of Robrenn or Eusdria, because the Local Hero often fights against oppression, or struggles to improve living conditions of peasants, and there is no peasant class, and little oppression, in either Robrenn or Eusdria. Tortles often use the Local Hero kit. Other player character races can use the kit if raised in a land that has social classes, and if the individual is accepted among the locals.

Requirements: Local Heroes are almost always from lower social classes, rarely the middle class, and never the upper classes. They tend to be of good alignment, and are usually not chaotic, though the kit has no particular requirements.

Role: The Local Hero is normally very conscious of the role he or she plays as the hero of a particular community. Local Heroes never forget where they came from, and they try to make things better for their families and communities. They fight for common folk and protect the helpless, and often have little patience and respect for the wealthy or the nobility. This sometimes brings them into conflict with other elements of society, and the Local Hero is sometimes cast in the role of rebel leader (as in Narvaez and Almarrón).

No matter how famous or important Local Heroes become, they remain simple persons in manner and appearance. If forced to dress in elegant clothing, or fill a political office, a Local Hero is often uncomfortable, usually believing there is someone more deserving.

Some Local Heroes go as far as taking vows of poverty, but most just don't care much about personal gain, preferring to share wealth. They tend to be open and honest—never cheating or taking advantage of local commoners, or placing them in undue danger—and they try to persuade companions to follow their lead. If a treasure is recovered near a small community, the Local Hero often argues to split the treasure with the community, or at least return anything stolen from it.

In an adventuring group, the Local Hero's skills are used to help the group, and are never turned against comrades.

Class Modifications: Local Hero wizards have no school restrictions, but prefer illusion, abjuration, and invocation/evocation. Necromancy and divination are relatively unpopular. Priests can be devoted to any Immortal, but seldom revere Immortals of philosophies (like good or evil), or those of prosperity (preferring Immortals of honest trade). A Local Hero thief usually has an even advancement of skills, but sometimes stresses the more mechanical ones (lockpicking, finding and removing traps) as the most useful. Local Hero psionicists often prefer Psychometabolism and Psychokinesis.

The Local Hero ranger's chosen enemy is the biggest threat to the community. Such a character seldom has an unusual primary terrain, instead taking a terrain conducive to habitation. Local Hero druids are involved with agriculture or other local food production, discouraging locals from harming the environment. Local Hero paladins are usually independent, or owe allegiance to a mentor or local church. They seldom become attached to a large organization.

Weapon Proficiencies: A beginning Local Hero character (of any character class) must choose from the following weapons initially: short bow, dagger, knife, hand axe, throwing axe, quarterstaff, lasso, bolas, club, dart, footman's flail, short sword, long sword, scythe, machete, and sickle. However, Local Heroes can take a proficiency in only one weapon not normally allowed to their class, and druids and other priests usually stick with the weapons normally available to them, even at 1st level. At higher levels, Local Heroes must take other weapons normally available according to character class, but seldom take proficiency in exotic weapons, Swashbuckler or Noble weapons, or firearms.

Nonweapon Proficiencies: A rural Local Hero's bonus proficiencies are agriculture or fishing, and weather sense or animal lore. An urban character receives agriculture (for gardening) or fishing, and a one-slot craft proficiency from the "General" group, such as carpentry, leatherworking, or pottery. Recommended proficiencies include all those in the "General" category, plus weaponsmithing (crude).

Equipment: Local Heroes prefer simple equipment, and not a lot of it (except thieves, who sometimes have a penchant for gadgets). They have the standard armor restrictions of their particular class. When beginning play, a Local Hero can have no more than 5 gp in coins left unspent. See also "Special Hindrances."

Special Benefits: Local Heroes are known in their home community, and can expect shelter and help from the people there. The citizens will hide a Local Hero, provide food or equipment, or even offer helpers. The Local Hero receives a –2 reaction roll bonus from commoners of other areas, except in xenophobic places.

These benefits are rescinded if the Local Hero is known to have harmed local folks in some way. The Local Hero must work to restore the community's confidence to regain the benefit.

Special Hindrances: A Local Hero's community often comes to the character for help, whenever the village is threatened by marauding monsters, bandits, or tyrants. Local Heroes who turn away such a request for help suffer a +2 reaction penalty instead of the normal bonus until back in their good graces.

With the exception of weapons, magical items (including cinnabryl talismans), money (including gems kept for trade), and items necessary to the function of the class (such as thieving tools or a bard's musical instrument) no Local Hero can retain ownership of an item worth more than 15 gp. With the same exclusions, the character can never own more than 75 gp worth of equipment. Other items are given to charities or the character's home community; common, inexpensive items (under 10 gp value) can be given to other player characters.

Characters who do start collecting valuables, wearing expensive jewelry, or otherwise trying to raise their station, can still be considered Local Heroes if they act the part, but they lose the kit's reaction bonus, because others perceive such a character as no longer being "one of them."

Wealth Options: The Local Hero receives the standard starting funds.

Noble

A Noble character belongs to the highest social classes of the land. As children, Nobles receive tutoring and training that give them skills and opportunities beyond those of more common folk. They are also used to the finer things in life. Nobles also have a social prejudice: They believe in the superiority of the upper classes, and in their right to rule. They prefer the company of other nobles and are often disdainful of peasants. However, Nobles also feel a sense of duty to their land and family, giving them something of a sense of honor. They become adventurers because of duty to land or family, or to find an exciting change from their daily obligations.

Not all persons of the upper classes need take this kit, however. It exemplifies an attitude that, while common, is not held by all members of the nobility.

Character Class: A Noble can be a warrior, priest, bard, psionicist, or wizard of any type except necromancer or wild mage. Noble rangers are uncommon, and Noble druids and bards are found only in Robrenn.

Races and Nationalities: A Noble can come from the city-states, the Savage Baronies (except for Almarrón, and they are uncommon in Cimarron and Torreón, rare in Gargoña), Robrenn, Eusdria, Renardy, Bellayne, and Herath. A non-native can never take the Noble kit; tortles, and goblinoids are never Nobles, even if adopted.

Requirements: The Noble must be born to the aristocracy, or adopted into it. Nobles are seldom evil, and they have no gender or ability score requirements.

Role: Nobles are raised on duty to their family and to their homeland, leading most to act chivalrously. Society expects a Noble to be courageous, protective of the defenseless, and gallant. Some Nobles are less dependable than others, however. Nobles of Bellayne, Robrenn, Eusdria, Torreón, Gargoña, and Saragón tend to be the most responsible.

Nobles are often arrogant, even snobbish, though they try to act well mannered and courteous, even to those they do not respect. They are usually well educated. They dress in fine clothing and usually loathe any activity that causes them to get dirty or demeans them (such as looting bodies).

Some Nobles, especially those from Robrenn and Eusdria, are not arrogant or opposed to working with those of lower station, though they are still certain that they were born to rule.

Class Modifications: Noble wizards prefer powerful schools, such as invocation/evocation, alteration, and conjuration/summoning; they dislike necromancy. A Noble ranger's chosen enemy is the creature that most threatens his or her holdings; followers must be acceptable among the nobility. Noble paladins almost always serve the local government, sometimes a family mentor. Noble bards have no class modifications. Psionicist Nobles prefer the disciplines of Telepathy and Clairsentience, for their usefulness in keeping watch on their holdings.

Weapon Proficiencies: A Noble of any character class is required to take proficiency in the sabre (except druids, who can take scimitar instead). Punching specialization is common in most areas, martial arts in Bellayne. Warriors and priests often become proficient in horseman's flail and horseman's mace. Lances are popular among Noble warriors.

Nonweapon Proficiencies: Nobles receive etiquette and heraldry as bonuses. Land-based riding is required. Recommended proficiencies include dancing, gaming, hunting, local history, musical instrument, and reading/writing.

Equipment: With starting money, a Noble must buy a sabre (scimitar for druids) and a mount with full equipment (saddle and so forth). Characters who wear armor must buy it, and will never accept anything worse than scale (except psionicists, who must get a set of studded leather). In all cases, the Noble must pay extra for all equipment; see "Special Hindrances."

Special Benefits: Nobles receive more starting money than other characters; see "Wealth Options." They receive a –3 reaction bonus from other members of the nobility in their homeland, a –2 bonus from nobles of other lands and the common folk of their homeland. (Though commoners may dislike the nobility, they are likely to treat them with respect).

Nobles can demand shelter from the people of their homeland, and can expect shelter from the nobility of any land of the Savage Coast. Other nobles will offer shelter to a Noble PC's companions as well, up to a number equal to twice the PC's level.

In their homeland, Nobles can administer justice.

Special Hindrances: To maintain their status, Noble characters must buy above-average goods and services, paying 10% to 100% more than normal, as determined by the DM. This is part tip, but also indicates that the Noble is actually receiving higher quality materials and services. A Noble who buys substandard goods (average or lesser quality) starts looking shabby, and loses the kit's reaction bonus. A Noble has obligations and duties. If these are not fulfilled, other nobles might consider the character a parasite, and the reaction bonus from them is lost. Nobles who gain a bad reputation, whether deservedly or not, suffer a +6 reaction roll penalty from all who know of the reputation.

One of the Noble's obligation is to extend shelter to other members of the nobility. This can be rather costly.

Wealth Options: In addition to the standard funds granted according to character class, a Noble receives 200 gp in starting funds.

Swashbuckler

This character is roguish and acrobatic, a daring individual who wields rapier and rapier wit with equal skill. Though possibly capable of wearing armor and wielding heavy weapons, a Swashbuckler is more comfortable when lightly armed and armored. The Swashbuckler is the sophisticated, but seldom serious, hero or villain who rebels against societal standards.

Character Class: Any warrior, wizard, or rogue can be a Swashbuckler, though Swashbuckler paladins and necromancers are quite rare, and Swashbuckler rangers are uncommon.

Races and Nationalities: Swashbucklers are rare in the city-states. In the Savage Baronies, Swashbucklers are rather common in Almarrón and Gargoña, but uncommon in Torreón, Narvaez, and Cimarron, and rare in Guadalante. Characters from Bellayne, and Herath can also take the kit, and Swashbucklers are common in Renardy. It is rare, but possible, for tortles to be Swashbucklers.

Requirements: Swashbuckler characters can be of either gender, any alignment, and any social background, but they are seldom lawful and often have aristocratic or wealthy backgrounds. They must have a 13 or better in Strength, Dexterity, Intelligence, and Charisma.

Role: Though some have deep motivations that are seldom shared with others, most Swashbucklers are thrill seekers, adventurers because of a whim. Sometimes characters moonlight as Swashbucklers, leading an entirely different career by day. Swashbucklers are usually chivalrous, or at least pretend to be, though this is less because they believe in chivalry than because they like the esteem.

A Swashbuckler often gains a reputation and notoriety, not always good. Cunning and dashing, the epitome of charm and grace, these characters are often found on the wrong side of the law, because of their common disrespect for authority. They sometimes ally with bandits or pirates, typically leading such bands.

With charm and wit, a Swashbuckler often gravitates toward the position of group leader, or at least group spokesperson. However, these characters tend to dislike such responsibilities, and are more comfortable with wild theatrics and acrobatics than either politics or real fighting. They are most comfortable in cities, where they can shine amid squalor.

Class Modifications: A Swashbuckler thief usually balances all skills, but tends to emphasize picking pockets (more for sleight of hand). Skill at moving silently and hiding in shadows tends to suffer, because the characters like being noticed. Among Swashbuckler wizards, the schools of alteration, enchantment/charm, and illusion are popular. Rangers usually choose a species enemy that brings notoriety, a recognized but not terribly dangerous foe. Thieves, paladins, and other characters are almost always independents, seldom working with guilds or other organizations. Most classes have an expanded range of weapon and nonweapon proficiencies available.

Weapon Proficiencies: The weapons of the Swashbuckler are the rapier, sabre, main-gauche, and stiletto. At 1st level, a Swashbuckler receives a bonus weapon proficiency slot, which must be used for one of these weapons; the most common choice is the rapier. Swashbuckler of any class fight with a warrior's THAC0 with the chosen weapon. Until a Swashbuckler is proficient in all four of these weapons, at least half the character's proficiency slots must be used on them. Swashbucklers can become proficient in the use of wheellock pistols, and many prefer them. Swashbuckler warriors and rogues of all types can take wheellock specialization (most prefer the belt pistol, but a few use the horse pistol instead). The character is also fond of special maneuvers, such as fighting two-handed, or disarming opponents.

Nonweapon Proficiencies: The Swashbuckler's bonus proficiencies are etiquette and tumbling. Recommended proficiencies include alertness, artistic ability, blind-fighting, dancing, disguise, fast-talking, gaming, jumping, navigation, seamanship, tightrope walking, and gunsmithing. All other rogue group proficiencies are appropriate as well, and rogue proficiencies do not cost extra slots, no matter what the character's class.

Equipment: At 1st level, these characters must buy their weapon of choice. All other gold can be spent as the individual sees fit, though Swashbucklers tend to buy stylish clothing and exotic equipment. Swashbucklers must adhere to the armor restrictions of their class.

Special Benefits: A Swashbuckler has two special benefits, besides those mentioned under proficiencies. When wearing light armor (leather or padded) or none, the character receives a –2 bonus to Armor Class. As a dashing figure, the Swashbuckler also receives a –2 bonus on reaction rolls from NPCs of the opposite sex.

Special Hindrances: Just as the Swashbuckler seeks adventure, adventure comes looking for the Swashbuckler. A reputation often precedes the character, leading Duelists and other Swashbucklers to challenge the character's prowess.

Strange luck affects these characters. For example, if a member of the local nobility falls ill, a Swashbuckler might happen to look like her and be asked to imitate her…in the midst of an assassination plot. A helpless person running away from something might stumble into a Swashbuckler's arms and ask for help. A Swashbuckler who leaps off a hill to avoid capture might find himself in an ogre camp and have to talk his way out.

Life conspires to make things a little more difficult for Swashbucklers, and the DM should throw a little more good-natured bad fortune their way than at other characters.

Wealth Options: The Swashbuckler receives the standard funds according to character class.

Warrior Kits

Because of the nature of the Savage Coast, there are more kits available to warriors than to any other class. Short overviews of the kits follow.

- *Beast Riders* are warriors bonded to a certain type of animal, which they use as a mount. They are exotic people, and often seem more animal than humanoid in behavior.
- *Defenders* are warriors devoted to a specific religion, something like paladins. But Defenders can be of any alignment. Only fighters can become Defenders.
- *Gauchos* are horse-riding cattle herders of the grasslands. These warriors tend to be crude and unruly. They are comfortable in the outdoors, and they enjoy the excitement of adventuring.
- *Honorbound* follow a strict code of honor and behavior. They are something like the Samurai of Oriental settings, something like the Mamluks of Arabian settings, something like the honorable knights of Western European cultures. Honorbound warriors usually belong to special companies of like-minded individuals.
- *Myrmidons* have been trained as soldiers, and usually adventure as mercenaries.

Beast Rider

The Beast Rider is an elite warrior in his or her culture, one who has bonded with a particular type of mount. Beast Riders are common enough on the Savage Coast, but are still intimidating and a little exotic to most people. A Beast Rider often serves as a guardian of the homeland, but can go adventuring to learn more about the world. The characters often have trouble finding lodging for their mounts, though settlements in Bellayne and Renardy, and some towns and cities in other nations, have stables for the exotic animals they ride.

Character Class: Any warrior can be a Beast Rider.

Races and Nationalities: Beast Riders can be lupins from Renardy or rakasta or elves from Bellayne. If goblinoids are allowed as PC races, Yazi and Yazak goblinoids can be Beast Riders.

Requirements: Beast Riders are seldom from the lowest classes, and they tend toward neutral alignments, but are not restricted according to social class, alignment, or gender. A Beast Rider must have a Charisma of 13 or higher.

Role: While elite warriors in their own society, Beast Riders are often viewed as intimidating in other cultures, or as potential enemies in the land of other types of Beast Rider. A Beast Rider should be played as an outsider when away from home; rakasta and elf Beast Riders are considered outsiders even in the larger settlements of their own homeland.

Beast Riders usually like all types of animals, and are protective of those related to their mount. The characters do not understand how someone can mistreat a mount, and are unfriendly toward those who do. If the rest of the party accepts a Beast Rider, and minimizes harm to normal animals and especially mounts, the character considers the others family.

Class Modifications: A ranger's species enemy is never the same as his or her mount. If a neighboring Beast Rider culture is an enemy, rangers might choose that culture's mount if it is different from their own. Most Beast Rider rangers choose plains or steppes as a primary terrain.

A Beast Rider paladin does not call a war horse. Instead, the paladin's mount has an added 2 Hit Dice and a –2 bonus to its Armor Class. Beast Rider paladins usually owe allegiance to their specific clan or village.

Weapon Proficiencies: A rakasta Beast Rider must take claws as a weapon proficiency, and often use war-claws (see Chapters 4 and 5). Beast Riders have no weapon restrictions (though if goblinoids are allowed, they should be restricted to the weapons of their culture). They prefer weapons associated with mounted combat: short bow or short composite bow, horseman's flail, horseman's mace, horseman's pick, lance, spear, and saber.

Nonweapon Proficiencies: Bonus proficiencies include animal training and riding (each for the species of the Beast Rider's mount). Recommended proficiencies are animal handling, direction sense, fire-building, veterinary healing, animal lore, hunting, set snares, survival, tracking, and weaponsmithing (crude).

Equipment: A Beast Rider can wear only leather, studded leather, padded, or hide armor (plus helmet and shield if preferred). Hide or leather armor made from the hide of a mount who served faithfully and continues to do so is preferred by many (but a mount is never slain to make armor).

Special Benefits: The Beast Rider has an amazing rapport with one type of animal—that used as a mount—receiving a –5 bonus to reaction rolls whenever dealing with these animals. If a roll is 9 or less, Beast Riders can persuade attacking animals of that type to leave them and their allies alone.

Lupin Beast Riders use dire wolves as mounts, while rakasta and elves use feliquines (see the appendix to this book). Trained feliquines have the speed and carrying capacity of medium warhorses, but can go full speed only if carrying 220 pounds or less. Beast Riders almost always weigh less than 200 pounds.

A Beast Rider character is bonded with an animal of the appropriate type in a special ceremony, and begins play with that creature as a mount and personal friend. The animal is devoted to the Beast Rider, and will risk or even sacrifice its life for the character. If the animal's alignment is different from that of the rider, it slowly changes to match (about one alignment step per level gained by the rider).

Beast Riders have a telepathic rapport with their mount, and when in physical or visual contact, can tell what the animal is feeling and thinking, communicating without appearing to do so. Even when Beast Rider and mount are not in sight of each other, each knows the other's emotional state, physical condition, direction, and approximate distance.

Special Hindrances: As an outsider, the Beast Rider suffers a +3 reaction roll penalty from people of other cultures, including Beast Rider cultures who use other mounts.

Beast Riders are expected to act the same way toward their mounts as the mounts do toward them, being willing to risk or sacrifice their life for their animal, for instance. Beast Riders who do not act appropriately are considered to have abandoned the kit.

A Beast Rider can have only one mount at a time. If the mount dies, the Beast Rider immediately takes 2d6 points of damage from grief. In addition, the character must make a successful saving throw against spells or suffer as if affected by a *feeblemind* spell for 2d6 hours (or until cured with a *heal* or *wish* spell). Upon recovering, the character *must* find another mount (or abandon the kit); this is a quest worthy of an entire adventure.

Likewise, a mount whose rider dies will often find a new one. A Beast Rider paladin who loses a mount cannot find another of the same exceptional quality as the original, and must settle for a normal specimen, though that creature can be the best possible for a normal specimen.

Wealth Options: The character has normal starting funds.

Defender

The Defender is a paladinlike character, the guardian of a faith, religion, or church. A Defender can be of any alignment, but is bound by that alignment and the precepts of the religion the character supports. Basically, such a character has all the hindrances of a paladin, though not as many benefits.

Defenders are found throughout the Savage Coast, where they are respected and sometimes feared, but always supported by those who have the same philosophy. Good or lawful defenders can serve as heroes in a campaign, while evil or chaotic defenders can be used as consummate villains.

Character Class: Only single-class fighters can take the Defender kit. If the Immortal supported by a Defender is the patron of a certain character class, the DM may allow multi-class Defenders, assuming that one of the classes is fighter and that the multi-class combination is open to the character's race. Similarly, a dual-class character could become a Defender; for instance, a thief could change classes to become a fighter, and if devoted to an Immortal patron of thieves, could take the Defender kit.

Races and Nationalities: Defenders can be of any race or nationality, though the kit is illegal in Narvaez. They are quite important in Robrenn, though overall they still make up only a small percentage of the population. See Chapter 3 of the *Lands of the Savage Coast* book for information on the Defender in Robrenn.

Requirements: A Defender must have minimum ability scores of Strength 12 and Wisdom 13. All social classes, genders, and alignments are open to the kit. But once a Defender's alignment is chosen, it cannot be changed without the loss of the kit.

Role: A Defender's role in a campaign depends largely on the individual's alignment and choice of Immortal. A character devoted to the druidic way is a sort of "druidic knight," a Defender of nature, while chaotic evil Defenders who worship an Immortal of Entropy might be considered "anti-paladins." A Defender supports the religious hierarchy of a specific Immortal, and has the same alignment as the order's priests (if they can choose from several alignments, so can the Defender).

Certain duties are common to all Defenders. They must safeguard their religious order, defending priests, worship sites, and sacred items. They must protect the faithful and obey the priests, and may be called upon to punish those who break the faith (assuming the order believes in such punishment).

Some people treat Defenders as a type of warrior priest, the fighting force of the faith, but also a substitute when priests are unavailable. Defender characters preach the tenets of their faith when the opportunity presents itself.

Class Modifications: Defenders can cast spells at higher levels, and in some ways they are like specialty priests. If specialty priests are used in the campaign, Defenders *must* use only spells from the spheres available to a specialty priest of their religion. Even if other specialty priests are not used, druidic Defenders are limited to the spheres open to druids. Similarly, Defenders from cultures with limited choices of priest kits should be restricted to the spheres open to those kits. If other specialty priests besides druids are not used in the campaign, a Defender not limited by faith or culture has access to the spheres of combat, divination, healing, and protection.

Weapon Proficiencies: If the Immortal worshipped by the Defender has a favored weapon, the Defender must become proficient in its use. If the specialty priests of the Immortal are restricted from certain weapons, so are Defenders of that faith. A Defender's other weapon proficiencies at 1st level are limited to the weapons available in the character's culture.

Nonweapon Proficiencies: Defender characters receive two bonus proficiency slots in religion, giving them general information about faiths of their homeland and nearby areas, plus precise knowledge of their own faith. Defenders are also required to take the ceremony proficiency (see Chapter 4) for the Immortal of their faith.

Recommended proficiencies include all priest proficiencies, the ceremony proficiency for enemy Immortals, and any appropriate to the faith (such as agriculture and weather sense for druidic Defenders).

The Defender does not have to pay extra proficiency slots for priest group proficiencies. If the Defender's Immortal is a patron of magic, the character can take wizard proficiencies without extra cost, while the Defender of a patron of thieves can take rogue proficiencies without extra cost.

Equipment: Defenders must follow restrictions of their faith, race, and homeland, but are not otherwise limited.

Special Benefits: Defender characters are recognized officials in their chosen religious hierarchy, so they enjoy the support of the order. A Defender can expect the faithful to offer shelter, and to render aid when called upon. When encountering other followers of the same religion, Defenders receive a –3 bonus to reaction rolls.

Table 2.1: DEFENDER SPELL PROGRESSION

Defender Level	Casting Level	Priest Spell Level 1	2	3	4
1–5	—	—	—	—	—
6	1	1	—	—	—
7	2	2	—	—	—
8	3	2	1	—	—
9	4	2	2	—	—
10	5	2	2	1	—
11	6	3	2	1	—
12	7	3	2	1	1
13	8	3	3	2	1
14	9*	3	3	3	1
15	9*	4	3	3	1
16	9*	4	3	3	2
17	9*	4	4	3	2
18	9*	4	4	4	2
19	9*	4	4	4	3
20*	9*	4	4	4	4

* Maximum spell ability.

A defender can detect beings of an alignment, selected by the character at 1st level. Defenders may choose to detect law, chaos, good, evil, or true neutral. Most often, they elect to detect the alignment of enemies, but some choose the alignment of friends instead. A druidic Defender always chooses the ability to detect the true neutral alignment.

A Defender also gains the ability to cast priest spells at higher levels, as shown on Table 2.1. See "Class Modifications" for spell sphere restrictions. Defenders with high Wisdom scores do not gain extra spells.

Special Hindrances: Just as some people support and even admire the Defender, others revile the character. Defenders must prominently wear the symbol of their faith at all times, unless the faith specifically allows otherwise. Thus, the Defender can be easily recognized by enemies, and receives a +3 reaction roll penalty from those not well disposed toward the character's religion. Defenders are prohibited from associating with enemies of their faith, and usually hire henchmen of the same faith.

There are other ways in which Defenders are obligated to their religious order. They must obey the commands of priests more highly placed in the organization (of higher level, if the DM has not defined the hierarchy). Commands range from guard duty, to messenger service, to recovery of sacred items. The Defender must also spread the faith, and minister to the faithful when a priest is unavailable.

In addition, Defenders must tithe to their religious institution, giving 10% of their income, whether coins, jewels, magical items, wages, rewards, or taxes.

They must also follow the tenets of the faith. Failure to do so can result in forced abandonment of the Defender kit and all rights that go with it, and may even result in a hunt by other faithful to punish the offender for blasphemy or heresy. Defenders can also be declared blasphemers for dereliction of duty.

Wealth Options: Defenders have standard starting funds.

Gaucho

The Gaucho is a warrior of the pampas, the grasslands of the Savage Coast's eastern regions. Gauchos herd cattle and other beasts, living off the land for weeks at a time, then entering a town for a little rowdy relaxation. They are very comfortable on horseback, and spend most of their time mounted.

Character Class: Any warrior can be a Gaucho, though rangers are the most common, and Gaucho paladins are rare.

Races and Nationalities: Only humans and demihumans (elves, dwarves, and halflings) of the Savage Baronies can be Gauchos. The kit is common in Cimarron and Guadalante, less so in Torreón, Narvaez, Almarrón, and Saragón. Gauchos are quite rare in Gargoña, and are found only as visitors in Vilaverde and Texeiras.

Requirements: Gaucho characters usually come from the lower classes, though sometimes from the middle classes. A very few come from the upper classes, seeking the "romantic" life of the plains. But, Gauchos are always *considered* lower class.

Most Gauchos are male, but they can be of either gender. They have no alignment restrictions, but tend toward chaotic alignments. A Gaucho must have a Constitution of at least 13. A high Strength and Dexterity are desirable.

Role: Gauchos are unruly frontier riders, who live most of their life on horseback, herding cattle. When not herding, a Gaucho might live as a bandit, or enter a small town to sample the local food, drink, and women. Gauchos could even join a military force as outriders or light cavalry. But few really have the temperament for such activities; they would likely join only in a fight for their own independence, or to earn some money and a chance to loot the losers.

An adventuresome lot, with a love for excitement, many Gauchos become professional adventurers because the thrill-seeking lifestyle appeals to them. In an adventuring group, a Gaucho might act as a scout. Gauchos like quick adventures without consequence, and usually care little about grand political movements, or fine military strategies.

Gauchos are generally crude and a little rude, but often have a soft-hearted streak hidden under that rough exterior. They are proud, swaggering rowdies with little use for the niceties of civilization. Most have a direct manner, and are happy to solve problems with their fists, or with their wheellock pistols. Some are sneaky and sly, others honest and kind; the exact personality is left to the player.

Class Modifications: Gaucho rangers must choose grasslands as their primary terrain. Gaucho paladins are always independent, or have a mentor; they are never associated with a government or a church. The bonded mount for a Gaucho paladin is always a horse.

Weapon Proficiencies: The Gaucho is required to become proficient with dagger, bolas, and the wheellock horse pistol. Other weapons allowed at 1st level include club, dart, hand or throwing axe, horseman's flail, mace, or pick, javelin, light horse lance, morning star, scourge, sword (saber only), and whip. A Gaucho never becomes proficient with any type of polearm, and rarely learns how to use a weapon inappropriate for mounted combat, but can take other weapons after 1st level.

Nonweapon Proficiencies: A Gaucho's bonus proficiencies are direction sense and land-based riding (see "Special Benefits"). The characters are required to take tracking proficiency (except for rangers, who already get it for free). Recommended proficiencies include animal handling, animal training, blacksmithing, cooking, fire-building, leatherworking, weather sense, gaming, hunting, set snares, survival, and weaponsmithing (crude). At 1st level, a Gaucho cannot take etiquette, and few take reading/writing at 1st level.

Equipment: At 1st level, Gauchos must purchase either a riding horse or a light war horse; they receives a saddle, saddle blanket, bit and bridle, horseshoes and shoeing, and saddle bags without expenditure. They prefer light war horses above all others, and never own anything as large as a heavy war horse. A Gaucho must also purchase bolas and a dagger at 1st level. As soon as possible, the character must purchase a wheellock horse pistol as well. Gauchos travel light, so they keep other equipment to a minimum. They Gaucho never wear armor more bulky than studded leather.

Special Benefits: Besides the benefits listed above, Gauchos receive a –3 bonus on reaction rolls when they encounter other Gauchos. The Gaucho also recognizes the quality of horses (as detailed on page 37 of the *DMG*).

Finally, Gauchos are experts on horseback and receive a +4 bonus to their proficiency score for land-based riding. Note that a natural roll of 20 is still a failure, even if the character's proficiency score happens to be above 20.

Special Hindrances: Because the Gaucho tends to be rough around the edges, the character receives a +3 penalty to reaction rolls when encountering anyone from the Savage Baronies, other than a Gaucho. For the most part, people from other nations do not know of the Gauchos' poor reputation.

In addition, Gauchos spend money almost as quickly as they get it. At least half of what the Gaucho earns must be spent on "frivolous" things such as fine food or drink, a few days of expensive lodging, gambling, and so forth.

Wealth Options: The Gaucho starts the game with 10d10+100 gp, but must spend most of it on initial equipment.

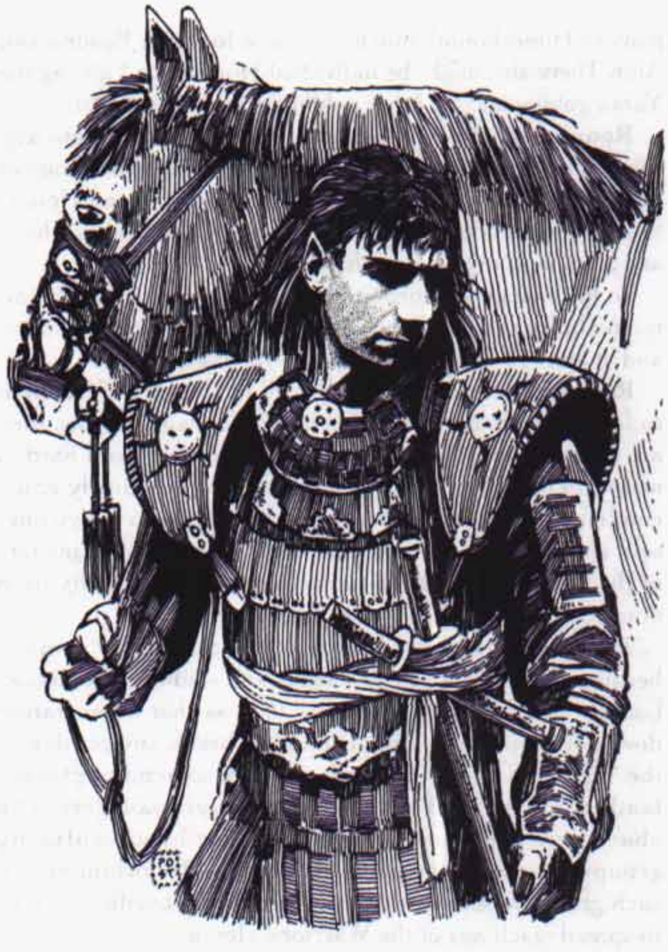
Honorbound

The Honorbound is a warrior who follows a strict code of honor, known as the Warrior's Honor. Honorbound warriors generally belong to special Companies that have ancient traditions (an Honorbound without a Company is considered a "Company of One"). Some groups of Honorbound owe allegiance to a particular government, while others work as elite mercenaries; some are professional duelists, and others are wanderers who fight for what they believe is right, or simply for the sake of fighting.

The tradition of Honorbound warriors began centuries ago, and started among the elven and rakasta cultures of the Savage Coast. The elves who became the ee'aar developed one branch of the tradition, while the rakasta and elves who settled in Bellayne carried on a second branch. The Warrior's Honor is ancient as well, and changed little over the decades, so that when ee'aar recently returned to the Savage Coast, the ee'aar and Bellaynese traditions were still almost identical. The ee'aar had spread the traditions to the enduks, while shazaks, tortles, and a few goblinoids had acquired it from the rakasta. The elves took the tradition to Eusdria, and gurrash later acquired it from the shazaks.

Honorbound warriors are easily recognized and highly respected by the cultures of the Savage Coast.

Character Class: Fighters, rangers, and paladins can take the Honorbound kit. A Company of Honorbound often consists of only one type of warrior (all rangers, all paladins, or all fighters). But some allow dual-class or multi-class characters, though only with combinations of warrior and wizard or priest, never any that include rogue classes. (Priests are sometimes avoided to keep a Company free of religious overtones, while rogues are denied because of their real or perceived lack of honor).



Races and Nationalities: Companies of Honorbound are relatively common in Bellayne, and there is a Company in Um-Shedu (composed of ee'aar and enduks), and one in Shazak (of shazaks, of course). Honorbound Companies in Bellayne accept rakastas, elves, and tortles, as well as a few humans, dwarves, halflings. Some Companies of Bellayne accept members of only a single race.

Individual Honorbound are found in Renardy and the Savage Baronies. Not associated with any Companies, these Honorbound are mostly professional duelists. In the Savage Baronies, humans, elves, dwarves, and halflings can become Honorbound; in Renardy, most Honorbound are lupins, though a few are human or demihuman. There are no Companies in Renardy or the Savage Baronies.

In Eusdria and Ator, each nation has a single informal Company. All members have the same emblem, and consider themselves members of the same group, but there is no Company hierarchy, and enemies and weapons are chosen by the individual.

If goblinoids are allowed as PCs, the gnolls of El Grande Carrascal near the Savage Baronies should also have a Company of Honorbound, much like those found in Eusdria and Ator. There also might be individual Honorbound among the Yazak goblinoids. No other goblinoids can take the kit.

Requirements: An Honorbound can be born into any social class, but renounces such things when joining one of the Companies or otherwise starting a career as an Honorbound. Honorbound can be of either gender, and can have any alignment except any chaotic.

To become an Honorbound, a character must have minimum ability scores of at least 13 in Strength and Wisdom, and at least 12 in Constitution and Intelligence.

Role: Honorbound are compelled by decades of tradition to follow particular rules of behavior. Because of this, they are correctly considered trustworthy, and they work hard to maintain their integrity. The Honorbound honestly enjoy combat as a way to find self-enlightenment, to prove oneself, and to test honor and devotion. Within the parameters of the Warrior's Honor, they can have any personality from dour to humorful, sedate to bloodthirsty.

Honorbound warriors are often sought by armies, because they are reliable as leaders and soldiers. An Honorbound can stay with an army as long as that organization does not require the Honorbound to break any portion of the Warrior's Honor. Honorbound are sometimes granted land to govern, and they make effective managers. The characters are also sometimes sought by adventuring groups, because they make fine allies. Honorbound join such groups to see more of the world, for a specific quest, or to spread teachings of the Warrior's Honor.

In any group, an Honorbound is tolerant of others. The character does not expect others to adhere to the Warrior's Honor, and is seldom surprised (though occasionally disappointed) when they do not. An Honorbound realizes that others must come to the Warrior's Honor themselves, and does not force it on anyone. As long as companions do not try to make the Honorbound forget the Warrior's Honor, the character can stay with the group.

The Warrior's Honor is split into two sets of governing regulations: Precepts and Protocols. Precepts are simple rules, generally phrased as things to do or to avoid, or as beliefs. Protocols are procedures to be followed in certain situations. Note that all Honorbound, of any alignment, follow the Precepts and Protocols of the Warrior's Honor.

The basic Precepts are as follow:

- Honor is more important than life.
- Fear is acceptable; cowardice is not.
- Live to fight, and fight to live.
- Respect your enemy.
- Do not attack the defenseless, the weak, or the innocent.
- Do not threaten the defenseless, the weak, or the innocent to exert control over an enemy (do not take hostages).
- Do not involve yourself in the dishonorable actions of others.
- Missile weapons are suitable for hunting, but not for war (the Honorbound can attack unintelligent beasts, or undead or otherwise unnatural beings, with missile weapons, but cannot use missile weapons against intelligent enemies).
- Mind control (including charms and possession) is not to be used or tolerated.
- Obey the leaders of your Company, and those to whom you or the Company owe allegiance.
- Avenge dishonor to Company, mentors, allies, and self, in that order.
- Seek glory for the Honorbound, never for yourself.
- If you are responsible for the death of a friend, companion, or follower, assume the obligations of that individual.
- Honor those you care for by remembering them, even after their deaths.
- Be tolerant of the beliefs and actions of others.
- Spread the code by example, not by force.
- Keep all promises.
- Fulfill all duties.
- Repay all debts.

There are several Protocols; some of the more important are summarized in the following text.

The Protocol of Adulthood states that a warrior reaches adulthood when he or she kills an enemy under honorable circumstances. Upon reaching adulthood, a warrior can choose to become an Honorbound by espousing the Warrior's Honor by oath and actions.

The Protocol of Host and Guest demands that hosts protect their guests from mortal harm, and that a guest respect the rules put forth by a host. Neither host nor guest can make unreasonable requests of the other. Note that a host usually invites a guest for a specific period of time, after which the guest is no longer welcome and must leave, unless the invitation is renewed. Only the actions of a guest can prematurely end the period of invitation.

The Protocol of Challenge and Fair Combat tells an Honorbound to inform enemies of an impending attack. For individual combat, the Honorbound issues a challenge, and the Honorbound's enemy must have time to respond. Thus, an Honorbound cannot attack an unprepared enemy, nor attack from behind. An enemy who is engaged in an attack on a friend or ally is considered prepared. For large-scale combat, a declaration of war is necessary; once this has been done, the armies of the enemy are considered prepared, and surprise attacks are allowable. An Honorbound can never participate in an ambush, except against enemies in a declared war.

The Protocol of Dueling demands that an Honorbound learn and remember the informal dueling rules of the many lands of the Savage Coast. The two main types of duels considered are those with pistols, and those with swords. Each Honorbound knows dueling rules, as explained in the dueling proficiency in Chapter 4. Honorbound of Renardy and the Savage Baronies are especially concerned with dueling.

The Protocol of Respect for an Honored Enemy states that an honored enemy, usually a leader of an opposing force, is accorded certain privileges. It is considered honorable to touch an honored enemy, without harming him or her, during melee. An honored enemy should be felled only in single combat. If captured, an honored enemy is treated as a guest. If called for, a captured honored enemy can be executed, but only in a formal ceremony. Honored enemies can be returned to their people in return for material or other concessions.

The Protocol of Negotiation declares that negotiations are sacred. They are a cause for a truce, and a truce should not be broken. To insure this, opposing forces exchange hostages during negotiations. These hostages are warriors who understand that their lives are held as proof of their force's honor. If the truce is broken by one side, the lives of the hostages from that side are forfeit.

The Protocol of Betrayers refers to those who break the oaths of the Honorbound. An Honorbound who abandons the Precepts or the Protocols is declared a Betrayer, and is subject to a hunt and eventual death, which can be administered by any Honorbound. Betrayers besmirch the honor of all Honorbound, and cleansing is possible only if an Honorbound kills the Betrayer. *However*: to retain honor, individual Honorbound must ascertain the proof of betrayal for themselves. Even if orders have come down from the leader of an Honorbound's Company, individual Honorbound must determine the truth when the suspected Betrayer is caught. If the capturer cannot determine the truth, the suspected Betrayer must be brought before a group of at least six Honorbound, where the truth of the matter is decided, and a sentence carried out.

Individual Companies of Honorbound sometimes have additional regulations, but these are not considered on the same level with Precepts and Protocols. Company regulations are sometimes specifications of the Precepts and Protocols; they also include special weapons, duties, allegiances, and symbols. Each Company has at least a special weapon and a symbol.

Every Honorbound (whether a member of a Company or not) wears a white sash around the waist; this symbolizes the purity of honor for which the character strives. In addition, the Honorbound must wear a red circle emblem, symbolizing the blood shed by warriors. The emblem cannot be made of cloth (to avoid confusion with Crimson Inheritors).

An Honorbound's race usually determines the form and placement of the red circle. Elves, dwarves, humans, and halflings wear red circle markings on their face or hands (such as on the forehead), on a cheek (never both), or on the back of a hand. Because of the Red Curse, a character's skin might already be red; in this case, the Honorbound surrounds the red circle with a white border. Ee'aar and enduks usually paint a red circle on one or both wings. Shazaks and gurrash usually wear the red circle as body paint; some paint a circle on a hand or on the face, while others might create a series of red circles all along one arm, or wear the symbol on armor. Goblinoids use similar methods to the lizard kin. A Rakasta Honorbound wears a circular, red-painted, ceramic pendant on a thong or chain around the neck. Tortles usually dye the red circle onto the front of their shells, and add decorative symbols around it, making them look somewhat like painted turtles. Whatever the method, the red circle must always be shown, and must always be worn, never simply carried.

Each Company also has an emblem, which is usually worn in the center of the red circle. An individual not allied with [illegible] Company might have a personal emblem. Like the sigils of the Inheritors, the emblems of the Honorbound are considered private property, and their unauthorized use by others is a great offense. Each Company of Honorbound also has a declared enemy. The Companies and individual Honorbound are discussed more thoroughly in the sections on the various cultures in the *Lands of the Savage Coast* book.

Class Modifications: There are no modifications to existing classes, except that paladins and rangers who take the kit are required to specialize in a single weapon. In addition, the ranger's species enemy might be pre-chosen (see "Special Benefits").

Weapon Proficiencies: Honorbound must specialize in the use of one melee weapon, at 1st level; this costs the normal number of slots. No Honorbound can ever take specialization for more than one weapon. Tortles often use the staff. Rakasta often use war claws, while some prefer the katana. Honorbound who belong to a Company must use the weapon of that Company.

The Honorbound of Renardy and the Savage Baronies, most of whom are professional duelists, are allowed to specialize in the use of the wheellock belt pistol, instead of a melee weapon. These are the only Honorbound who can do so.

Nonweapon Proficiencies: Honorbound receive bonus proficiencies in dueling, etiquette, and heraldry (focusing mainly on the Heraldry of the Honorbound). Recommended proficiencies include ancient history (specifically military), military tactics, gunsmithing (for duelists), animal handling, animal training, dancing, reading/writing, blind-fighting, endurance, direction sense, and fire-building.

Equipment: Beginning Honorbound must purchase their weapon of specialization. Characters can wear any armor available to their race, but seldom wear anything heavier than chain mail, because they prefer to retain mobility. They have no other equipment restrictions, other than those mandated by an individual's culture. Most acquire any equipment they need to survive as wanderers, but do not carry enough to slow themselves down.

Special Benefits: The Honorbound warrior has a few special benefits from the ancient traditions of the Warrior's Honor. First, there is the Warrior's Honor itself, which demands that other Honorbound treat the character in a certain way. In addition, the Warrior's Honor (and the special symbols of the Honorbound) insure that the character is recognized by others as an honorable warrior. Unless recognized

immediately as an enemy, Honorbound receive a –3 bonus to reaction rolls. Even those recognized as an enemy receive a –1 bonus to reaction rolls, because of the respect that others feel for the Honorbound.

Honorbound characters also benefit from the Company to which they belong. The Company provides a support network and instant allies if an Honorbound gets into trouble. An Honorbound who is a Company of One enjoys independence instead. An Honorbound of a national Company, like those in Eusdria and Ator, gains the network of allies, but does not have to follow Company orders (though they must still defend their country in times of trouble).

In addition, Honorbound gain a +4 bonus on attack rolls against a declared type of enemy. Honorbound who belong to a Company have this enemy type chosen for them; the Company of One, and a member of a national Company, is free to choose. The enemy can be a species (like the ranger's chosen foe), the people of a certain enemy nation, the members of an enemy Company, or a particular type of creature (like undead or giants). The declared enemy can never be changed by the Honorbound, unless an entire Company decides to change. A Company of One can never change his or her declared enemy.

If the Honorbound is a ranger, this chosen enemy replaces the ranger's species enemy; the bonuses are not cumulative, and a ranger character still incurs the reaction penalty for the species enemy, and prefers to fight the chosen foe before all others. Other Honorbound can make a conscious choice about whether or not to fight the chosen foe, and can determine what their own reactions are.

Special Hindrances: Just as the Companies and the Warrior's Honor can help the Honorbound, so can they hinder the character. An Honorbound who belongs to a Company must follow the regulations of that Company, and must follow the orders of the Company's leaders. An Honorbound who belongs to a national Company must defend that nation and obey edicts of its leaders (defending the nation takes precedence). The Honorbound must also follow the Precepts and Protocols of the Warrior's Honor, or be declared a Betrayer, subject to capture and execution by other Honorbound.

In addition, almost everyone on the Savage Coast recognizes an Honorbound as a warrior, which can cause a few problems. Honorbound of other Companies, or warriors of other kits, might want to test their combat prowess against a recognized professional warrior. If asked, the Honorbound is also bound to mediate duels between other characters.

There are also some unsavory individuals who try to catch Honorbound on points of honor. For instance, a person might be able to extract a promise of protection, or an invitation from an Honorbound host, thereby gaining protection from enemies bent on murder. The Honorbound must keep the promise, or Protocol of Host and Guest, even when he or she agrees with the guest's enemies.

Wealth Options: The Honorbound receives standard starting funds.

Myrmidon

The Myrmidon is a soldier: The character can be an officer in an army, a career, sergeant, or a mercenary. In times of war, Myrmidons are heroes; in times of peace, they are viewed as parasites who provide no useful service. On the Savage Coast, a Myrmidon is often a front-line explorer as well. The character brings discipline and an understanding of military tactics to an adventuring party.

When a Myrmidon is created, the player and DM must decide if the character is a mercenary or part of a standing army. If the latter, the character has duties to his or her unit. Mercenary Myrmidons have much more freedom in accepting commissions. The character's rank in a given unit, whether an army or a mercenary group, is up to the DM.

Character Class: Fighters and rangers are often Myrmidons. Myrmidon paladins are allowed but uncommon, because their greater devotion to a cause may not fit well with the actions of an army or mercenary group.

Races and Nationalities: Myrmidons are found in the city-states, the Savage Baronies (especially Torreón and Narvaez), Eusdria, Renardy, Bellayne (though uncommon there), and Herath. Members of any PC race can be Myrmidons, though halflings are rarely taken seriously in such a profession.

Requirements: A Myrmidon can have any social class, gender, or alignment, but many are lower class, male, and lawful. A Myrmidon must have scores of at least 12 in Strength and Constitution.

Role: The Myrmidon is a strategist who prefers to think for a bit and plan before launching an attack. This is a disciplined character who is contemptuous of individualists, or those who do not take orders well. Of course, such an attitude can lead to friction in an adventuring party. Myrmidons are often gruff in manner and rough in appearance.

Myrmidons welcome war, and some travel great distances to sign on with an army involved in a conflict. In peacetime, some turn to banditry or adventure for excitement and the means to live.

A Myrmidon paladin is often the leader of a unit (or even a whole army), while a myrmidon ranger often serves as a scout, and is in demand for exploratory ventures.

Class Modifications: Myrmidon paladins usually owe allegiance to a government, though some have mentors or are independent. Rangers can take any species enemy, but many choose one that causes particular problems for the army they belong to.

Weapon Proficiencies: The Myrmidon has no restrictions or preferences for weapons, though a particular military unit might have proficiency requirements. Many Myrmidons have proficiency in one or more types of polearm.

Nonweapon Proficiencies: A Myrmidon's bonus proficiencies are military tactics and fire-building. Recommended proficiencies include ancient history (specifically military), animal handling, cooking, heraldry, riding (usually land-based), seamanship, swimming, weather sense, reading/writing, armorer, blind-fighting, bowyer/fletcher, endurance, navigation, set snares, survival, tracking, and weaponsmithing.

Equipment: A Myrmidon can buy whatever equipment is desired, but some military units might require that something specific be owned.

Special Benefits: The Myrmidon gets a free weapon specialization when created, chosen from one of the following: battle axe, any bow, heavy or light crossbow, wheellock horse pistol, any lance, any polearm, spear, or any sword. The specialization reflects the type of unit for which the Myrmidon has trained.

Myrmidons also (usually) have an employer, with specific benefits determined by the DM. If part of a standing army, a character might get free room and board, and could be immune to civilian prosecution.

Special Hindrances: The Myrmidon's employer can also be a hindrance, by making demands upon the character. The Myrmidon must follow the orders of superior officers or risk court-martial.

A Myrmidon also gains a reputation. Such characters are remembered for their military demeanor and disciplined manner, and can be easily recognized and described, possibly making it easy for an enemy to identify and follow them. Not all mercenaries or soldiers are as memorable as a Myrmidon.

Wealth Options: The Myrmidon receives the standard starting funds.

Wizard Kits

Wizards are often mysterious figures on the Savage Coast, though their help is welcomed in any war effort. Each of the wizard kits can be used for psionicists as well. A short description of each Savage Coast wizard kit follows.

- *Militant* wizards are skilled in the military arts and are found as spellcasters for armies. Illusionists, enchanters, and wild mages cannot use the kit.
- *Mystics* are wizards devoted to learning and self-enlightenment. Necromancers, evokers, and conjurers cannot be Mystics, and a Mystic wild mage is rare.

Militant

The Militant comes from a culture that uses wizards extensively in its military. Generally, the culture is either a warmongering society, or one constantly besieged by others. With the frequency of wars on the Savage Coast, every culture with an army also has Militant wizards.

A Militant considers a trained body as important as a trained mind, and keeps combat skills as sharp as magical talents.

Character Class: Mages and all specialist wizards except illusionists and enchanters can take this kit, though diviners rarely do. Psionicists can also be Militants.

Races and Nationalities: The Militant kit is found in the city-states, the Savage Baronies (though rare in Narvaez), Robrenn, Eusdria, Renardy, and Herath. It is an uncommon kit in Bellayne. Tortles are never Militants, while only rare Militants teach their skills to goblinoids, fearing those skills might be turned back on them.

Requirements: A Militant can come from any social class, and is not restricted to a particular gender or alignment. However, most Militant wizards are lawful, and they are considered middle or upper class when serving with an army. A Militant wizard must have a Strength of at least 13.

Role: A Militant wizard is a respected—sometimes honored or feared—member of society. The character can be a bloodthirsty battler who enjoys violence, or a heroic soldier who takes lives only when necessary.

The character might become an adventurer to earn extra money (perhaps to build an army), to pursue personal goals, or to study the fighting techniques of other cultures. Though Militants are often part of an army, they can also belong to a mercenary group, or take jobs on a freelance basis.

However, these characters have a military background. They make good leaders, but also understand how to follow the orders of a respected commander. Militants prefer action to inaction, combat to negotiation, and are usually suspicious of scholars, philosophers, and bureaucrats.

Class Modifications: As explained under weapon proficiencies, a Militant has an extended range of available weapons. A Militant wizard can also learn the two-weapon fighting style; see Chapter 4 for details.

Militants prefer magical schools that give a good selection of offensive and defensive spells, such as abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy. Militant elementalists are often pyromancers (fire elementalists), though some specialize in the elemental schools of water and earth. Characters of this kit cannot specialize in illusion or enchantment/charm, and most consider those schools relatively useless in combat. Few Militants specialize in greater divination, though they recognize the school's importance in reconnaissance.

Militant specialists have greater restrictions on the spells available to them. Specialists and their forbidden schools are listed below:

Abjurer: illusion, alteration, greater divination.
Conjurer: alteration, greater divination, invocation/evocation.
Enchanter: invocation/evocation, necromancy, greater divination.
Diviner: conjuration/summoning, abjuration.
Invoker: illusion, enchantment/charm, conjuration/summoning.
Necromancer: enchantment/charm, illusion, alteration.
Transmuter: necromancy, abjuration, conjuration/summoning.
Aeromancer (air elementalist): elemental earth, elemental water.
Geomancer (earth elementalist): elemental air, elemental fire.
Hydromancer (water elementalist): elemental fire, elemental air.
Pyromancer (fire elementalist): elemental water, elemental earth.

In addition, Militant wizards are treated as if their Intelligence were 2 points lower than it actually is, in regard to spell level attainable, chance to learn spells, maximum number of spells per level, and spell immunity, as detailed on Table 4: Intelligence, in Chapter 1 of the *PHB*.

A Militant psionicist's primary discipline must be either Psychokinesis (for long-range attack) or Psychometabolism (for those preferring hand-to-hand combat). Psychoportation is good for quick travel (and escape) of small units, Clairsentience for reconnaissance, and Telepathy for spying out enemy plans. Because of the time Militant psionicists spend on martial pursuits, they gain one less PSP per level than normal (including at 1st level); after the PSPs are determined for the new level, subtract 1 PSP.

Weapon Proficiencies: The Militant wizard (but *not* psionicist) receives one bonus weapon proficiency slot. Militants must choose their weapon proficiencies from the following: battle axe, any bow, any crossbow, dagger, javelin, quarterstaff, sling, spear, any sword, and war hammer.

Characters who abandon the Militant kit also give up the weapons forbidden to wizards (or psionicists) of their culture. Three experience levels after giving up the weapons, they lose the proficiencies entirely.

Nonweapon Proficiencies: A Militant's bonus proficiencies are endurance and military tactics. The following are recommended: ancient history (specifically military), animal handling, direction sense, riding (land-based), swimming, weather sense, reading/writing, blind-fighting, ancient languages, set snares, and tracking. The militant can take warrior group proficiencies without extra cost.

Equipment: The Militant has no special restrictions or benefits in regard to equipment.

Special Benefits: Besides the benefits listed above, the Militant character gains an extra 1 hit point per level. This reflects the person's military training.

Special Hindrances: Other than those listed under "Class Modifications," the Militant has no special hindrances.

Wealth Options: The character receives standard starting funds.

Mystic

The Mystic is a character who values philosophy, art, and scholarship, and uses them for self-enlightenment. The character sees magic (or mental powers) and adventuring as roads to knowledge. Generally peaceful and contemplative, the Mystic is uncommon on the Savage Coast, but can be found in many different locals.

Character Class: Mages, abjurers, diviners, enchanters, illusionists, transmuters, and (rarely) wild mages can be Mystics, as can psionicists.

Races and Nationalities: A few Mystics are found in the Savage Baronies of Gargoña and Saragón, in Bellayne and Herath, and among tortles. Goblinoids can never become Mystics.

Requirements: The Mystic can come from any social class, can be of either gender, and can have any alignment. However, evil Mystics are rare, and most Mystics tend toward law and neutrality. A Mystic must have a Wisdom of 13 or more.

Role: Mystics are thoughtful and introspective, and enjoy nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with their inner selves. The Mystic is not necessarily a student of religion or philosophy, but instead seeks awareness that can be found only intuitively.

A Mystic has chosen the study of magic (or psionics) as the key to spiritual awareness. Mystics believe that each casting of a spell or use of a psionic power, each acquisition of a new technique, brings them closer to ultimate awareness.

Many people consider a Mystic to be a lazy eccentric with no useful purpose. More enlightened cultures (especially the ee'aar, among whom the kit is plentiful) recognize the Mystic as a seeker of truth.

The Mystic avoids combat, but will protect comrades. However, only in the most extreme circumstances will Mystics take a life, killing only to protect their own life, or that of a companion.

Class Modifications: No schools are barred from the Mystic wizard, but the character avoids spells designed to cause damage, such as those from the necromancy, invocation/evocation, and conjuration/summoning schools.

A Mystic psionicist prefers the Telepathy discipline above all others, though Clairsentience is favored as well. Metapsionics are learned as soon as is practical, while Psychokinesis is the last discipline learned.

Weapon Proficiencies: The character has the normal range of weapon choices allowed to the class and culture. The Mystic seldom carries more than one weapon, if that, and prefers blunt weapons.

Nonweapon Proficiencies: The Mystic receives a bonus proficiency in astrology and spellcraft. Recommended proficiencies include agriculture, artistic ability, carpentry, etiquette, languages (ancient and modern), pottery, stonemasonry, weaving, ancient or local history, herbalism, religion, and reading/writing.

Equipment: The Mystic never buys more than one, or possibly two, weapons. Other than this, the character has no special equipment restrictions.

Special Benefits: Once per week, Mystics can transform their consciousness into a *spirit form*, leaving their physical body behind. The spirit form looks like a mist in the shape of the Mystic. Through it, the character can see and hear, but cannot attack, speak, cast spells, or use psionic powers. The form can, however, fly at a movement rate of 24 (maneuverability class B) and can pass through the tiniest crack. Although the spirit form is invulnerable to all attack types, *dispel magic* causes it to instantly return to the body.

Unless dispelled, a spirit form can remain away from its body for up to 24 hours, during which time the body remains comatose, and is subject to all regular attacks, suffering damage normally. While out of the body, it can move as far as allowed by its movement rate, but cannot pass from the same plane of existence. Once the spirit form returns (which it does instantly and automatically at the end of 24 hours if it has not done so sooner), the Mystic revives and cannot use the form for another week.

To use the ability, the Mystic must simply concentrate for 1 round.

Special Hindrances: A Mystic must meditate for two consecutive hours at the same time each day. When the character is created, the player decides upon the exact time period to be used each day; after that, the time cannot be changed. If a Mystic neglects to (or cannot) meditate, or is interrupted more than once during meditation (for a total of more than one minute), on the following day the character can cast only the number of spells allowed to a wizard of one level lower than the Mystic's own. For psionicists, the penalty is that they regain PSPs equal to the number they had one level earlier.

Wealth Options: The mystic cares little for material wealth, and receives only (1d4+1)x5 gp in starting funds.

Wokan

Wokani are usually wizards (or psionicists) in primitive cultures. These characters are very concerned with nature; they will not live in cities, and they disdain "unnatural" equipment. In many ways, a Wokan is like a druid, and serves as a protector of nature. Wokani even have their own "school" of magic.

Wokani from tribal cultures are important individuals in their tribes. These are referred to as Tribal Wokani. Those in Robrenn, Herath, and Bellayne are generally hermits, living deep in wilderness areas, but usually helping deserving people who seek them out (those who revere nature). These individuals are called Hermit Wokani.

Character Class: Only mages and psionicists can take the Wokan kit. Mages are restricted in spell selection.

Races and Nationalities: Hermit Wokani exist in Robrenn, Herath, and Bellayne, though they are uncommon even there. Tortles can become Hermit Wokani in those three nations. Non-natives (those whose families have lived in the area for less than five generations) can never become Hermit Wokani. Tribal Wokani are found only among the goblinoids (and as NPCs among the lizard kin and phanatons).

Requirements: Tribes have no real social class, so neither do their Wokani, though they are respected as tribal leaders. Hermit Wokani can have any social standing when born, but give it up to become Wokani. There are no gender restrictions.

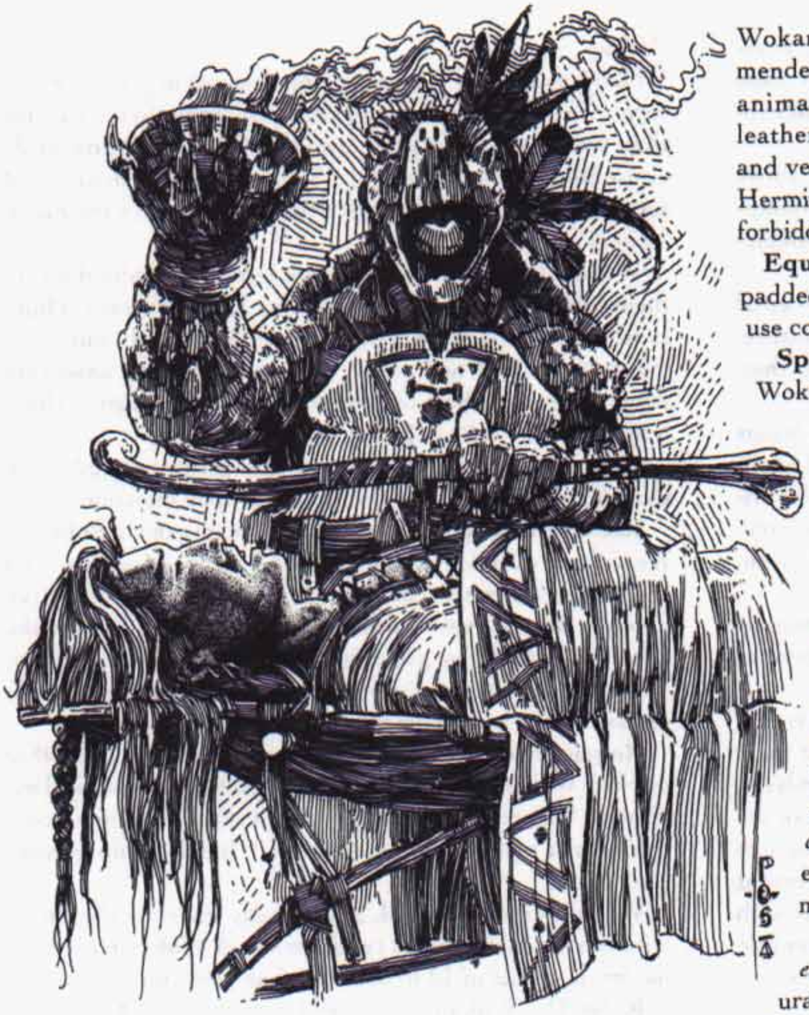
Wokani cannot be evil, and usually have an alignment with one or more neutral components. A Wokan must have minimum scores of 12 in both Wisdom and Constitution.

Role: The Wokan character is a protector of nature, a person at peace with animals and among plants. These individuals never willingly harm nature, and are angered by those who do. They strive to teach others how to live in harmony with nature, which might cause friction in some adventuring parties. A Wokan usually adventures to view natural wonders, though some leave their homes to fight against those who would harm natural habitats, hunt animals to extinction, or otherwise offend the forces of nature.

These characters see magic, psionics, and even the Legacies as parts of nature's grand scheme, so they are accepting of those with such abilities. However, they will try to insure that the abilities are not used in unnatural ways and for unnatural purposes.

Wokani hate all forms of undead, and will attack them before other opponents. They fight normal animals if threatened, and encourage hunting for food (but not for sport).

Class Modifications: As mentioned, a Wokan wizard is restricted in spell selections, and can choose only those spells in the "school" of nature. This includes all spells of the elemental schools of air, earth, fire, and water (as detailed in the *Tome of Magic*; if that source is unavailable, spells that use those elements are allowed). Note that many of these spells must be used with caution, so as to not permanently harm the environment. Other spells available (related to



animals, plants, weather, light, darkness, and so forth) include the 1st-level spells *change self, find familiar, light, mending,* and *spider climb*; the 2nd-level spells *alter self, continual light, darkness 15' radius, glitterdust,* and *summon swarm*; the 3rd-level spells *lightning bolt* and *protection from normal missiles*; the 4th-level spells *hallucinatory terrain, massmorph, plant growth, polymorph other,* and *polymorph self*; the 5th-level spells *animal growth* and *hold monster*; the 6th-level spells *chain lightning* and *conjure animals*; the 7th-level spells *charm plants, reverse gravity,* and *shadow walk*; the 8th-level spells *mass charm* and *polymorph any object*; and the 9th-level spell *shape change.* The *Arabian Adventures* and *Oriental Adventures* books contain other elemental spells that can be adapted to this setting.

A Wokan psionicist must have Psychometabolism as a primary discipline. Often taken next are Telepathy and Psychoportation. Many Psychokinetic and Metapsionic talents are felt to be unnatural, so great care must be taken in their use.

Weapon Proficiencies: Hermit Wokani are limited to standard mage weapons, as listed in the *PHB.* Tribal Wokani are limited to weapons of their cultures. Wokani can use weapons made from stone, bone, or wood, but no other materials.

Nonweapon Proficiencies: Bonus proficiencies for the Wokan are animal lore, herbalism, and survival. Recommended proficiencies include agriculture, animal handling, animal training, direction sense, fire-building, fishing, leatherworking, pottery, weather sense, healing (regular and veterinary), religion, set snares, hunting, and tracking. Hermit Wokani can take reading/writing; other Wokani are forbidden that proficiency at 1st level.

Equipment: Wokan psionicists can use only leather, padded, or hide armor, and wooden shields. Wokani do not use complex tools or anything made of worked metal.

Special Benefits: Besides their bonus proficiencies, Wokani have the benefit of being able to craft enchanted items at a relatively low level. A Wokan of 5th level or higher gains a special *enchant an item* ability, much like the 6th-level wizard spell, but with a few adjustments.

Wokani believe that all natural objects have inherent magical power. Consequently, all enchanted items made by them must be created using natural materials; they enchant the item by drawing the innate magic from it. Thus, an item should have some relation to the power to be used. For example, a limb from a tree that has been struck by lightning is the perfect component for a *wand of lightning,* while a band of fur might be used to make a *ring of mammal control* (for that type of mammal only). The item to be enchanted should be worked as little as possible; the more natural its condition, the better.

The character enchants the item as explained in the *enchant an item* spell description, but must work in a natural environment, never a laboratory, and no other spells need be cast into the item. In addition, *permanency* need not be used. Charged items receive only 1d10+4 charges, but can be recharged with another ceremony. (The DM can similarly restrict the function of other items as seems appropriate.)

Note that a psionicist can also make items, but the process creates psionically empowered items, and is based on the Metapsionic science, empower. The psionicist must spend the time required, but need not spend PSPs. An item can be given only one psionic power in this manner.

Special Hindrances: Wokani are unusual outside of their homeland, receiving +2 penalty to reaction rolls in foreign regions.

The Wokan does not use material spell components, and does not learn spells in the normal manner. Though this might sound like a benefit, it can cause some problems.

First, the character must have a fetish. This is a small natural item, such as an amulet composed of bits of bone, fur, wood, and feathers, or a small leather bag containing the same, plus perhaps dirt. A pine cone wrapped with fur could be appropriate, as could a bird's claw with feathers attached by leather strips. The item must be somewhat unusual, and the Wokan must have it to cast spells. It is the only material component the Wokan ever needs for spell casting, and it is needed for *every* spell. If the fetish is lost or destroyed, a new one must be created, a process that takes a few hours each day for a week. During that week, the character can cast no spells.

Second, the character must learn and memorize spells differently from other wizards. Spells *must* be learned from another Wokan, and are never written down. Instead, the character learns a special dance and chant from the Wokan mentor. To memorize the spell, the Wokan must perform the dance and voice the chant. Thus, while other wizards would spend their mornings reading from spellbooks, the Wokan must go off to dance and chant for several minutes. Memorization times, rest required, and all learning restrictions based on Intelligence apply normally.

A Wokan psionicist must also have a fetish in order to use psionic powers. These characters regain PSPs at the normal rate during most activities, but regain none while sleeping. To get the recovery rate for sleeping (12 PSPs per hour), the character must either use the rejuvenation nonweapon proficiency or spend the time chanting and dancing.

Wealth Options: Wokani receive no starting funds.

Priest Kits

Priests of the Savage Coast are often involved in the art of war, ministering to the needs of soldiers and warriors. Overviews of the Priest kits follow.

- *Fighting Monks* belong to orders devoted to spiritual enlightenment through physical discipline. They learn special unarmed fighting styles.
- *War Priests* are the clerics of Immortals devoted to war and strife. They are mercenaries found with most of the armies of the Savage Coast.
- *Webmasters* are druids dedicated to protecting arachnid life. No type of priest other than a druid can take this kit.

Fighting Monk

The Fighting Monk seeks spiritual enlightenment through physical discipline. This includes learning a special fighting style, but consists mainly of long hours of labor, exercise, meditation in uncomfortable positions, and practice. These characters learn the art of combat, but ordinarily use it only for self-defense. They learn religion primarily for self-enlightenment, rather than to preach to others. Orders of Fighting Monks are found only in Bellayne.

Character Class: Only clerics can take this kit.

Races and Nationalities: People living in Bellayne can become Fighting Monks. No race is refused admittance into an order, but the majority are rakasta, elves, and tortles.

Requirements: Characters can come from any social class, but give up such things when they take the kit. A Fighting Monk cannot be chaotic, and is rarely evil. All members of a particular order have the same alignment, and there is one order for each allowable alignment. Both genders are permitted—all orders have Brothers and Sisters—but they live in separate monasteries, often miles apart. Fighting Monks must have a Dexterity of at least 12.

Role: These characters are philosophical and scholarly, devoted to self-enlightenment. While unconcerned with *preaching* their philosophy to others, Fighting Monks will teach it to those who ask to learn. They know most basic religious ceremonies, and can conduct them if needed.

Some Fighting Monks never leave their monastery, never adventure. Others are wanderers who seek knowledge in the far reaches of the land. They periodically return to their monasteries to pass on their knowledge to others of their order.

A Fighting Monk's order provides stability and acts as a place of formal learning. The split because of genders is absolute, and Fighting Monks take vows of celibacy. Females are not allowed in male monasteries, nor males in female monasteries, except in emergencies, and then for as little time as possible, without access to more than one or two rooms. Male and female branches communicate by sending messengers, who leave materials at the gate of the other monastery without going in. Because of this, Fighting Monks are often uncomfortable around members of the opposite sex.

Class Modifications: These characters are not restricted or modified in any way, except that they are able to fight with two weapons (see Chapter 4).

Weapon Proficiencies: The Fighting Monk receives two bonus weapon proficiency slots, which must be spent on unarmed combat styles. One must be used to acquire martial arts (torasta), and the other slot must be used to specialize in martial arts, punching, or wrestling. (See Chapter 4 for details on unarmed combat styles.) The character can choose only bludgeoning weapons (including weapons that are both bludgeoning and piercing). Not all weapon proficiency slots must be spent at 1st level; they can be saved and used at any level.

Nonweapon Proficiencies: The Fighting Monk receives tumbling and dancing as bonus proficiencies. The character is required to take artistic ability and reading/writing. Religion, herbalism, and healing are recommended. Fighting Monks can purchase proficiencies from any and all groups, and do not pay extra slots to do so.

Equipment: These characters take a vow of poverty. They cannot wear armor, and can own only what they can carry.

Special Benefits: Other than those detailed under proficiencies, the character has no special benefits.

Special Hindrances: Fighting Monks are subject to the commands of their order's elders, and must faithfully perform whatever service is required of them. Also, they must spend at least two hours each day in meditation and some sort of physical exercise.

Wealth Options: The Fighting Monk receives the standard starting money, but cannot retain more than 1 gp in coins after buying equipment (see "Equipment," above). Money unspent beyond 1 gp must be given to the character's order.

War Priest

These characters are clerics of battle. On the Savage Coast, they are relatively common among nations that maintain armed forces. War Priests are devoted to war, and often to Immortals who encourage it. They carry the faith to soldiers, fighting beside them.

These clerics have better than average combat skills, including a military background, and they administer to the body as well as the soul. To them, war is a way to honor self, nation, and the Immortals.

War Priests are respected by those who value war, feared by those who seek more peaceful solutions to problems.

Character Class: Only clerics can be War Priests.

Races and Nationalities: War Priests are common in the city-states, the Savage Baronies, Robrenn, and Eusdria. Though priests are rare in Herath, some of them are War Priests, as are some clerics among Yazi and Yazak goblinoids. Tortles are never War Priests.

Requirements: The War Priest can come from any social background and the kit is open to both genders and any alignment. War Priests who serve with standing armies tend toward law, while freelancers are often chaotic. A War Priest must have a Strength of at least 12.

Role: To War Priests, the act of war (and by extension, combat of any kind) is a holy endeavor. Anyone uninvolved with war is virtually insignificant to the characters, and even the nation they serve is secondary in importance to battle itself. A War Priest ministers to warriors first, soldiers of other types second, other combatants third, noncombatants only when trying to convert them, and cowards and deserters not at all. The character is demanding of companions, often pushing them into battle, frequently showing disrespect for those who avoid combat. But while War Priests enjoy battle, they also recognize the value of a good plan.

A War Priest can be devoted to any Immortal, or group of Immortals, except those specifically opposed to war or combat. The characters support the Immortals through war, in an almost constant crusade for their particular faith. War Priests are less concerned with preaching to the converted than with bringing enlightenment to the unbeliever. They can be very determined (seeking combat to force the faith on others), or more relaxed (waiting for others to ask for aid, then preaching to companions during a battle).

The War Priest determines when the time is right to fight in support of a particular Immortal (though for Immortals of war, this can be almost any time). They prepare troops with inspirational sermons, fight alongside them, and support the idea that dying in the service of an Immortal brings favor. War Priests can become adventurers at the bequest of their Immortals, and often join a group on a quest to recover sacred items, to scout enemy forces, to punish or preach to unbelievers, or simply to gain funds to support the church. In the eyes of the church, the War Priest is especially suited to adventuring chores.

Alignment is very important to a War Priest's actions. A lawful character fights to restore order; a chaotic one promotes entropy and disarray. Similarly, a good War Priest fights for a worthy cause, while an evil one enjoys hurting the enemy.

Class Modifications: The War Priest has major access to the spheres of all, combat, healing, and protection, minor access to divination, guardian, necromantic, and sun. If the *Tome of Magic* is used, War Priests also have major access to the spheres of travelers and war.

Even though these characters promote war, they do not necessarily have to support an Immortal who does. Instead, the War Priest supports any chosen Immortal by fighting in that Immortal's name. The character can be a cleric of any Immortal except those specifically opposed to war. In addition to their other spheres, War Priest characters can choose minor access to one of the following spheres, and should choose the one most appropriate for their alignment or Immortal: elemental air, elemental earth, elemental fire, elemental water, animal, plant, sun, thought, time, weather, law, or chaos.

Weapon Proficiencies: If a War Priest's Immortal has a favored weapon, the cleric must take proficiency for that weapon as a "weapon of choice." All other weapon choices are restricted to blunt, bludgeoning weapons. If the deity has no preferred weapon, the cleric is limited to the standard selection of blunt, bludgeoning weapons, and can select one as a weapon of choice. With the weapon of choice, the character fights with a warrior's THAC0.

Nonweapon Proficiencies: The character receives bonus proficiencies in religion and military tactics. Recommended proficiencies include ancient history (specifically military history), endurance, intimidation, land-based riding (except for lizard kin), airborne riding (for shazaks only), armorer, blind-fighting, weaponsmithing, engineering, healing (regular and veterinary), and spellcraft. Goblinoid War Priests receive military history only for their own tribe, unless educated in another land. A War Priest can take proficiencies from the warrior group without extra cost.

Equipment: War Priests have no particular restrictions or allowances for armor or equipment, except that goblinoid War Priests are limited to equipment available to their tribe.

Special Benefits: Other than abilities detailed under the proficiency headings, the War Priest has no special benefits.

Special Hindrances: Besides the limited selection of spells, the War Priest has no special hindrances.

Wealth Options: The War Priest has standard starting funds.

Webmaster

The Webmaster druid is dedicated to the protection and fostering of insectoid and arachnid life, wherever it is found. A Webmaster always comes from Herath. That nation's forests have numerous insects and spiders, both normal and giant.

Character Class: Only a druid can be a Webmaster.

Races and Nationalities: A Webmaster is always a native of Herath.

Requirements: Webmasters can be of either gender. Like other druids, they have a true neutral alignment, and they must meet the ability score requirements of the druid class. A Webmaster usually comes from the upper social classes, and is well respected in Herath.

Role: Webmasters tend to be enigmatic and mysterious. Many attempt to instill insectoid virtues in their followers—such as patience, hard work, and close cooperation. Webmasters often take on the patient, deadly personas of predator arachnids or insects, such as spiders or dragonflies, ruthlessly hunting down (or lying in wait to trap) the enemies of the druidic order. A Webmaster's grove is usually in a web-laden section of the forests of Herath. For information on the Webmaster's role in Herathian culture, refer to Chapter 5 of the *Lands of the Savage Coast* book.

A Webmaster might go adventuring to preach the doctrine of protection of insects and arachnids to others, to gain a wider world view, or to track down an enemy. In a group, Webmasters are hard workers, and very supportive. They are generally fine (and patient) strategists, and enjoy ambushes and well-placed traps.

Class Modifications: The Webmaster of Herath is a forest druid, as described in the *PHB*. With the exceptions noted here and under "Special Benefits" and "Special Hindrances," the Webmaster has the same abilities as a standard druid.

Upon reaching 7th level, the druid gains the ability to shapechange into a giant spider *once* per day. This shape takes the place of one of the forms normal to druids (bird, mammal, or reptile; player's choice). The character can still assume only three forms per day.

Weapon Proficiencies: Webmasters have the standard druidic weapon restrictions, except that they are also allowed proficiency in lasso, bolas, and scythe. They prefer lasso, scimitar, and quarterstaff.

Nonweapon Proficiencies: A Webmaster character receives a bonus proficiency in rope use, and is required to take the set snares proficiency. Recommended proficiencies include agriculture, animal training, healing (especially veterinary), herbalism, animal lore, endurance, survival (forests), tracking, and weaponsmithing (crude).

Equipment: The Webmaster has the normal druidic limits on armor and equipment. The druid's initial allotment of money must be spent when the character is created, or it is lost.

Special Benefits: The Webmaster receives a +4 bonus to saving throws against poisonous stings or bites of normal or giant insects or arachnids. The character can also pass harmlessly through webs of all sorts, including those created by the *web* spell.

In addition, when the Webmaster casts a *summon insects, giant insect, creeping doom,* or *insect plague* spell, the effects occur as if the Webmaster were three levels higher than his or her actual level.

Finally, the Webmaster gains a –4 bonus to proficiency checks for agriculture, animal training, and animal lore, when that knowledge is applied to insects or arachnids. The character can also apply animal training to giant spiders.

Special Hindrances: The Webmaster's *animal friendship, speak with animals,* and *summon animals* spells allow communication with or summoning of only normal or giant insects or spiders. The character receives a +3 penalty on proficiency checks when using animal lore, animal training, agriculture, and other animal proficiencies on creatures other than insects and arachnids.

Wealth Options: Webmasters receive standard starting funds.

Thief Kits

As with thieves of other lands, those of the Savage Coast are rogues, people who usually live off the work of others, by stealing or conniving their way through life. However, many thieves of the Savage Coast are involved with organizations other than guilds, such as armies, governments, and tribes. Following are overviews of the most common thief kits of the region.

- *Bandits* are usually thugs who group together to rob passersby.
- *Scouts* are trailblazers and army members who use their skills to explore and observe.

Bandit

The bandit is a robber who accosts passersby on lonely roads. Bandits generally group together for effectiveness, setting up a camp in the wilderness, away from law enforcers. They are not uncommon on the Savage Coast. Some are refugees of wars, others simply opportunists willing to prey on the weak.

Character Class: Only thieves can take the Bandit kit.

Races and Nationalities: Bandits are found in every region of the Savage Coast.

Requirements: The bandit can come from any social class, but since the profession is more brutal and less thrilling than other thieving professions, upper class bandits are rare (usually only those who have been disenfranchised). Bandits can be of any alignment, but lawful and evil are common. Most Bandits are male, but there is no gender restriction. A Bandit must have a minimum score of 10 in both Strength and Constitution.

Role: Bandits are often vicious characters, desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness, and the strength of whoever has become leader among them by force and cunning.

Bandits do not join guilds, and usually operate by numbers and force of arms, rather than by subtlety. They are rough folk, often the subject of bounties, and with a history of breaking other laws than just those against thievery.

Some bandits join adventuring groups because they want to move away from the lawbreaking activities of their fellows, and because an adventuring party offers the same "safety in numbers" as a company of bandits. In an adventuring group, they tend to be the ones who push for direct physical confrontation.

Bandit characters often try to establish who is strongest and weakest in a group. A character might do this by ordering or bullying others to discover if they obey, and might start a fight to discover who is "toughest." However, Bandits who have established their place in a group can be the picture of cooperation, and readily go along with group decisions (thought they might revert to form if another group member shows weakness).

Class Modifications: Bandits usually stress rogue skills most useful for scouting, such as climbing walls (tree-climbing, in the Bandit's case), moving silently, and hiding in shadows. The normal rogue skill for finding and removing traps applies to snares and pits in the Bandit's case, and can be used for ambush. These characters avoid rogue skills useful primarily in urban settings. They receive the following bonuses and penalties to thieving abilities: pick pockets, –5%; find and remove traps, +10%; move silently, +5% for wilderness settings only; hide in shadows, +5%; climb walls, –5%; and read languages, –5%.

Weapon Proficiencies: The Bandit receives a free weapon proficiency in knife. They prefer heavy bludgeoning weapons, and one of the Bandit's initial weapon proficiency slots must be chosen from the following: flail, mace, morning star, and war hammer. The other initial slot, and all other slots, can be spent on the weapons normally allowed to thieves.

Nonweapon Proficiencies: Bandits receive a bonus proficiency in survival (for an appropriate terrain). The following proficiencies are recommended: alertness, animal handling, animal noise, animal training, fire-building, intimidation, looting, riding, rope use, set snares, swimming, and weaponsmithing (crude).

Equipment: A Bandit should be well equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel, tinder, a blanket, and a knife. Other useful items include things for scouting and signaling. Bandits rarely buy (or steal) anything of a frivolous nature. They do not like to carry much, only items with a definite purpose.

Special Benefits: Because of their talent at ambushes, in a wilderness setting Bandits inflict a –1 penalty to opponents' surprise rolls.

Special Hindrances: These characters are viewed—not inaccurately—as outcasts, ruffians, and crude robbers. They receive a +2 penalty to reaction rolls from nonbandits.

Wealth Options: A Bandit receives standard starting funds.

Scout

The Scout is an independent rogue who operates primarily in a wilderness setting. One might say that Scouts are to regular thieves as rangers are to fighters—but Scouts usually avoid the strict ethics of the ranger class. They work as guides, spies, and saboteurs. If unemployed, a Scout might turn to poaching or hunting animals for bounties. Scouts are often employed by armies of the Savage Coast, but can also work for private enterprise or for themselves, with work for hire.

Character Class: Only thieves can take the Scout kit.

Races and Nationalities: Scouts are found in every nation and land of the Savage Coast. A thief of any race can take the Scout kit. It is used extensively by the tribes of the Savage Coast. Lupins are acknowledged as the best Scouts in the area.

Requirements: The Scout can start with any social class, though members of the upper classes rarely become Scouts. Either gender is allowed. A Scout can be of any alignment, but evil Scouts are less common than those of neutral or good alignment. The Scout has no ability score requirements.

Role: On the whole, the scout is a good deal more reliable than thieves in general—but some have a cutthroat streak that makes them dangerous and unpredictable. Scouts are typically rugged individualists, practical and serious; their manner makes them endearing to daring adventurers. Because their profession demands silence, Scouts tend to talk very little; they seem to use their stealth skills almost unconsciously.

A Scout might join an adventuring group with a few friends from a military organization. Many join adventurers first because they are hired, then some decide to join the group full time, to seek excitement with kindred souls.

Most Scouts who turn adventurer have put in some time with the military, or with a warrior band in the more savage societies. Those who have a past record of breaking the law usually give up such activities when they begin adventuring. Scouts are respected by those who value their services. Since they have a well-deserved reputation for independence, they are usually well treated, with good pay. If a Scout feels an adventuring party does not have enough respect for the services rendered, the character will likely leave the group.

Scout characters prefer clothing that blends with the surroundings. They care little about appearance, but most bathe regularly so they do not build scents for dogs and other trackers to follow.

Class Modifications: Scouts prefer stealth skills such as moving silently and hiding in shadows (gaining a +10% bonus to each in wilderness settings), as well as observation skills like detecting noise. Skill at climbing walls is also quite useful to a Scout.

These characters seldom picks pockets, so they have no need for the skill. They usually consider opening locked doors a job for someone else, but might add a few points to the lockpicking skill when joining an adventuring group. (Goblinoid scouts cannot add points to their lockpicking skill until reaching 2nd level.)

In an urban setting, the Scout suffers a –5% penalty to all thieving skills.

Weapon Proficiencies: Scouts from civilized areas can use the weapons normally permitted to thieves. Goblinoids are restricted to the weapons of their respective cultures at 1st level, but can use weapons available to standard thieves after that.

Nonweapon Proficiencies: The Scout's bonus proficiencies are alertness, direction sense, and tracking. Recommended skills are animal handling, animal training, animal lore, animal noise, boating, fire-building, fishing, herbalism, hunting, mountaineering (where appropriate), observation, riding, rope use, set snares, survival, swimming, weather sense, and weaponsmithing (crude).

Equipment: No self-respecting Scout goes anywhere without a good assortment of wilderness survival gear, such as adequate clothing, rations, fire-starting materials, and such. The Scout also likes tools and gadgets that aid in hiding, scouting, climbing, and so forth. Other than necessities, the Scout carries little, preferring to travel light.

Special Benefits: Besides the bonuses listed elsewhere, the Scout has an increased chance to surprise opponents, who suffer a –1 penalty on surprise rolls when encountering the character.

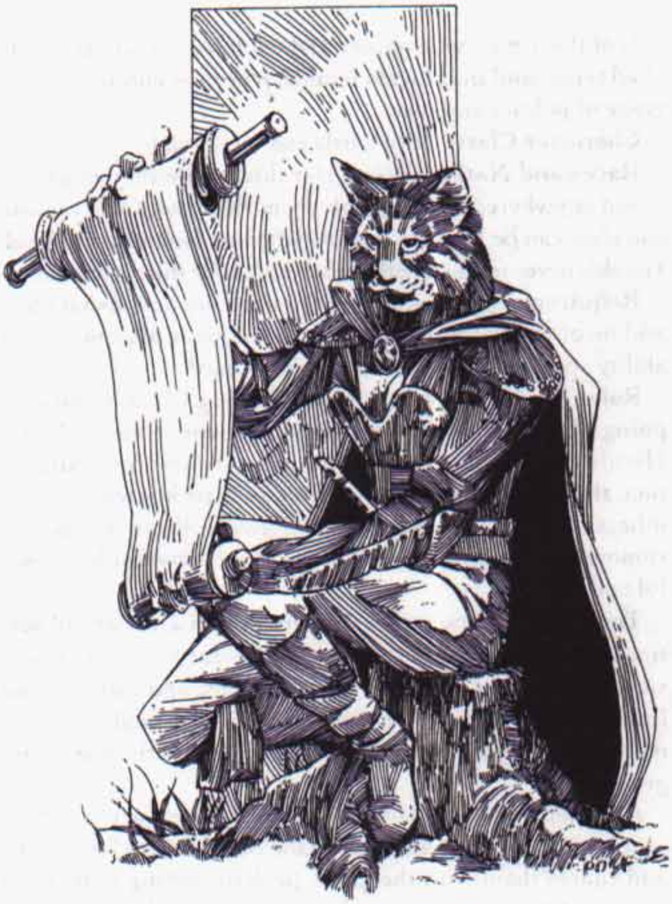
Special Hindrances: Other than the penalty for use of thieving skills in urban settings (listed under "Class Modifications"), the Scout has no special hindrances.

Wealth Options: The Scout receives standard starting funds.

Bard Kits

While the *PHB* presents the bard as an optional character class, the bard is not optional in a Savage Coast campaign. Here, bards are a major part of several cultures of the area. In particular, they are quite important in Robrenn, Eusdria, and Bellayne, where they serve as historians and information brokers, and among the savage tribes, where they are respected traders. Following are overviews of bard kits of the region.

- *Heralds* are like medieval versions of reporters. They gather news and uncover stories, and relate tales of current events to the masses, as well as to interested governments.
- *Skalds* are the historians of Eusdria. A Skald is also an important part of a Eusdrian military force, as an inspirational voice.
- *Traders* travel among savage tribes with goods for barter. They often know religious ceremonies as well. Most come from the tribes themselves, but some few are from other races. All are respected among the tribes, because of the service they perform.



Herald

The Heralds of Bellayne are well known throughout the Savage Coast as bringers of news and brokers of information. Most Heralds belong to guilds (all headquartered in Bellayne), while a few are "freelancers" who work for hire and often have commerce with several of the guilds.

Freelance Heralds sometimes work for nobles, even in other nations, or for some organization (such as an order of Inheritors or a particular temple). These characters gather information for a specific purpose, such as to warn a government of attack, determine how restless the masses are in a certain area, or report on how a war is going. Freelance Heralds often receive training from a guild, but then fail to be initiated into it (by their own choice or the guild's). A few freelancers were once full guild members but left (again, by the guild's choice or their own).

Note that some campaigns treat freelance Heralds as spies. That is not the case in the Savage Coast setting. Though Heralds might hide their true affiliation, or even operate "undercover" for a time, it is common for them to become well known and therefore ineffective as spies.

In the Savage Coast lands, there are several Herald guilds, of varying power. Members take an oath to the guild and must follow its regulations. Most powerful of the guilds are the Heralds of the Sun (also called the Illuminators), who pride themselves on bringing secrets to light; the Heralds of the Times, who gather and tell tales of current events of all types; and the Royal Heralds, who concentrate on coverage of politics and war.

Character Class: Only bards can be Heralds.

Races and Nationalities: Heralds, while they might be found anywhere, originate only from Bellayne. Only rakasta and elves can be Heralds, and the latter are limited to 6th level. Heralds never train any other individuals for the profession.

Requirements: Heralds can come from any social class and be of either gender. They have the same alignment and ability score restrictions as a standard bard.

Role: The Herald is naturally curious, a likeable and outgoing character with the ability to uncover news. Many Heralds quest for the truth, for at least their own edification, though some choose not to share their knowledge with others—except for a price. The Herald collects stories and rumors and becomes a storehouse of information both useful and trivial.

These characters gather information in a variety of settings. Some adventure to seek out ancient libraries; others sit in taverns and swap stories with locals; and many attend functions sponsored by nobles. Heralds are well versed in matters of social etiquette, and can blend with nearly any group.

A Herald's guild (or lack of one) influences the character's actions. For example, a Herald of the Sun searches for secrets, and shares them with the guild, perhaps selling them for a price, perhaps seeking favors by letting involved parties know that the information has leaked. Heralds of the Times feel a duty to gather news for the common people, considering themselves defenders of the public's right to be informed. A freelance Herald might take on many different activities.

The character's guild affiliation also affects the Herald's appearance. A member of a Herald's guild always has a writ of identification (which indicates that the character has acquired the skills necessary to become a Herald), and carries a symbol or wears a uniform of the guild. Because of these things, a Herald can expect to be treated well by people who want to hear the news (which is almost everyone). Freelance Heralds also carry a writ of identification, but do not wear the symbol of a guild. However, many freelance Heralds effect a specific look and set of mannerisms, becoming famous or infamous among the common people. Most prefer bright colors and expensive fashions, but a few favor a "rumpled" look.

Heralds (especially freelancers and Heralds of the Times) are very likely to become adventurers, because such a lifestyle gives them the opportunity to travel and helps hone the skills needed in their profession. In addition, tales of adventurers make good stories for the masses.

For more information on the Heralds' guilds, see the section on Bellayne and its Heralds in Chapter 2 of the *Lands of the Savage Coast* book.

Class Modifications: Heralds do not gain the standard bard abilities of influencing audience reactions, rallying allies, countering magical song effects, and learning "a little bit of everything" (legend lore). Instead, they have the abilities described under "Special Benefits," below.

The Herald receives the following skill adjustments: pick pockets, –5%; detect noise, +10%; climb walls, –10%; read languages, +5%. Heralds tend to concentrate on literacy above other skills.

For spells, Heralds concentrate on the school of illusion, and can learn those spells from other Heralds. At least half the Herald's initial spell selection must come from this school. For purposes of learning illusions, Heralds receive a +2 bonus to their Intelligence score.

A Herald does not build a stronghold and attract followers as detailed in the *PHB*. However, at 9th level the character can start a new guild or new branch of an existing guild (with that guild's approval), attracting 10d6 Heralds and prospective Heralds of 0-level to 3rd level (1d4–1) as followers.

Weapon Proficiencies: Heralds, like standard bards, can become proficient in any weapon. Most use weapons preferred by all rakasta, such as war claws.

Nonweapon Proficiencies: The Herald receives bonus proficiencies in etiquette and heraldry, and (like all bards) local history and reading/writing. The Herald also has the information-gathering proficiency (see Chapter 4), complemented by the special abilities listed under "Special Benefits," below. Recommended proficiencies include fast-talking, languages (ancient and modern), and musical instruments. Heralds must spend at least half of their nonweapon proficiency slots to learn languages. Most choose horns for their musical instruments, because these are used to announce their presence in many places. Many become proficient in art and craft skills.

Equipment: Heralds have no special restrictions or allowances in armor and equipment. They are seldom without writing materials, so beginning characters must buy a writing utensil, ink, and paper (or parchment).

Special Benefits: Because they are recognized as bringers of news, guild Heralds are generally respected and granted safe passage, even in areas suffering from war. Heralds of powerful guilds are the most readily recognized (by colors and symbols), and it is sometimes difficult for freelance Heralds to convince others of their profession.

In addition, the Herald receives four special abilities that replace the standard class abilities. These reflect the Herald's ability to discover information and learn about local events. The new abilities are local lore, identify rumors, persuade crowd, and basal communication.

Local Lore: The local lore ability allows a Herald to quickly learn about a new area, such as who the important people are, what most buildings are used for, the quality of various establishments, any major rumors, and so forth. Gaining such information takes one day of snooping per 1,000 people in the area under scrutiny. Heralds never need make a proficiency check to learn major rumors; people just naturally want to pass on interesting news to them, because of their personality and reputation. A Herald learns more rumors than other characters in the same situation, perhaps twice as many as normal. This ability should be adjudicated by the DM according to the requirements of the adventure, but a Herald should be able to pick up about one rumor per three levels of experience, even in situations in which rumors are scarce.

After the initial period of information collecting, to determine if a Herald knows information the player desires, the DM secretly makes a proficiency (Intelligence) check for the character. If the check is successful, the Herald remembers something of importance (such as the name of the captain of the guard, or the location of a good inn); if the roll is two points or more below the character's Intelligence, the Herald remembers something more detailed (such as what the guard captain looks like, or the approximate cost of the inn's services). This can be expanded for any information desired: If the Herald wants to remember the name of the local baron's horse, there might be no penalty, while the name of a typical citizen might require the Intelligence check to succeed by 10 or more. Whenever the roll is a 20, the DM should secretly give the character false information.

The Herald can also discover specific details more quickly, by using the information gathering proficiency as detailed in Chapter 4. However, while the Herald's reaction bonus due to Charisma adjusts the proficiency check as normal, the character is considered to have an extended home territory. For purposes of the proficiency check, the Herald's home territory includes Bellayne, Renardy, Eusdria, Robrenn, the Savage Baronies, the free cities of the Savage Coast, and the homelands of the tortles and the Yazi goblinoids. Areas considered outside this home territory are Herath, the lands of the lizard kin, the whole of the Orc's Head peninsula, the Yazak Steppes, Hule, the city-states, and any lands not described in this boxed set.

Heralds need offer no bribes or other incentives when using this ability (and suffer no penalties for failing to do so), except when outside the extended home territory. In addition, in any area where another Herald of the same guild operates, Heralds receive a +2 bonus to Intelligence for purposes of the check (freelance Heralds never receive this bonus).

Identify Rumors: The Herald's local lore ability is also amplified by the character's ability to identify rumors. A Herald can determine the validity of a rumor by making a successful Wisdom check (the DM rolls and relays what "gut instinct" tells the character).

Persuade Crowd: With the persuade crowd ability, a Herald can affect the mood of a crowd by telling the true (or slightly altered) local rumors and news. The character must speak the language of the crowd to use this ability. If the crowd's initial mood is unknown, the DM can use the Encounter Reaction table (Table 59) in Chapter 11 of the *DMG*. After 1d10 minutes, those listening to the Herald's words are allowed a saving throw against paralyzation, with a –1 penalty per three levels of the character. Those who fail have their reactions adjusted one level in favor of the Herald's opinion; those who succeed have an equal chance of remaining at the same reaction level, or adjusting one level in the opposite direction. For example, a Herald could try to convince people to throw stones at the cruel teamster Tornack, but if the crowd is indifferent to the fact that Tornack whips his horses cruelly, the Herald will, at most, persuade the crowd to be leery of using Tornack's services.

Basal Communication: Because Heralds are master linguists, the basal communication ability allows them to communicate even when they do not speak the correct language, provided the creature being conversed with has at least Low Intelligence (5 or more) and a spoken language. The Herald incorporates bits of fundamental root languages, certain universal gestures, and common expressions, to get the meaning across. For the Herald to perform such difficult communication, the "listener" must be within ten feet and clearly visible, and there must be no distractions (such as combat). Success is determined with a read languages roll (even though the communication is rarely in any sort of written form). Separate rolls are required for sending and receiving ideas (so a Herald might be able to understand a being, but unable to transmit ideas to the individual).

Special Hindrances: Just as the recognition of a Herald sometimes gives the character an advantage, so might it cause problems. Heralds are disliked by those who have secrets to keep, suffering at least a +3 reaction penalty from them. Some powerful folks who wish to maintain secrets might have a Herald expelled from their lands, or even send assassins after the character. In such a case, the Herald's guild will not look favorably on someone who assaults one of their own—provided the guild finds out.

In addition, for a Herald to remain a member of a guild, the character must follow the guild's rules and regulations. The guild Herald must also sometimes perform tasks for the guild, whenever its leaders request such duties.

Likewise, a freelancer must remain on good terms with all the guilds or cannot expect them to lend help of any kind. So these characters must adhere somewhat to the guilds' regulations and requests.

Wealth Options: The Herald receives standard starting funds.

Skald

The Skald is a historian for a culture with a strong oral tradition. In the RED STEEL setting, this includes only the country of Eusdria.

Skalds also accompany war parties from their clans, inspiring their compatriots and memorizing each feat of the battle. The characters create poems and ballads from battles and quests, and are valued and respected members of their clan.

Character Class: Only bards can be Skalds.

Races and Nationalities: Skalds come only from Eusdria.

Only humans, elves, and dwarves can become Skalds. Elves and dwarves cannot advance past 12th level. Non-natives are never taught to be Skalds.

Requirements: Skalds can be of either gender, and have the same ability score and alignment restrictions as a standard bard. They tend to have a good Strength and Constitution, so that they can be effective warriors. The characters usually come from the freeheart class in Eusdria, but can come from the noble class instead.

Role: Most Skalds stay with their clans, supporting them in war and recording their histories. But some join adventuring parties in order to participate in great quests, which they then turn into epic poems or ballads. The characters are easily taken by the idea of dangerous, exciting, and important quests. Whether with an army or a small group, the Skald expects, and usually receives, respect and courtesy. Those who treat the Skald well know their deeds will be honored in the Skalds next recital, and it is well known that those who malign a Skald are likely to hear their name slandered in innumerable ballads across the land.

Skalds go to great lengths to be worthy of the respect given to them. They work almost constantly on new poems and ballads that record the deeds of their fellows and patrons; it is an unwise Skald who irritates all those who help protect and support him or her. To retain respect, Skalds must be brave and support their companions. Likewise, they are expected to remain dignified; this often influences them toward a more dry and subtle wit, rather than the bawdy or coarse humor preferred by some other bards. A Skald's companions usually find the character to be supportive and kind.

Skalds almost always dress in the clothing of their clan. A blue cloak is the symbol of a Skald of Eusdria.

Class Modifications: The Skald has the standard bard ability to influence audience reactions. The character's ability to learn a little bit of everything (legend lore) does not apply to all magical items, but only to those related to combat or war. Skalds have a more specialized ability to rally friends and allies, detailed under "Special Benefits" below, but do not gain the standard ability to rally allies. They cannot counter magical song effects, but gain another ability in its place, as explained under "Special Benefits."

The Skald receives a +5% bonus to the "detect noise" ability. Unlike those of other nations, Eusdrian Skalds have no penalty to their ability to read languages, because Eusdria is a literate culture. The Skald often makes written records of poems and ballads, though they are always taught orally to pass on the proper pauses and inflections.

The Skald's culture does not stress spellcasting, and some Eusdrians view magic with suspicion. A Skald does not begin learning spells until 3rd level, so the spell progression chart given in the *PHB* is off by one level for the Skald. For instance, a 7th-level Skald can memorize only as many spells as a 6th-level standard bard (three 1st-level spells, two 2nd-level spells). In addition, the Skald cannot learn spells of greater power than 5th level, so ignore the 6th-level spells given on that chart. In addition to these restrictions, Skalds prefer spells useful in combat and cannot learn spells from the schools of enchantment/charm or illusion/phantasm.

Weapon Proficiencies: Like other bards, Skalds can become proficient with any weapon, but must devote all initial slots to weapons common in Eusdria: bows, crossbows, spears, swords (bastard, long, broad, and two-handed), slings, and war hammers.

Nonweapon Proficiencies: The Skald receives bonus proficiencies in ancient history, poetry, and singing, and—like all bards—in local history and reading/writing. Recommended proficiencies include armorer, blacksmithing, blind-fighting, bowyer/fletcher, etiquette, hunting, leatherworking, musical instrument, and weaponsmithing.

Equipment: Skalds prefer equipment appropriate to warriors, but have no special restrictions or allowances (including armor).

Special Benefits: The Skald's ability to rally friends and allies comes from the character's *war chant.* For the war chant to have effect, the Skald must begin chanting at least three rounds before combat begins; otherwise, allies are too caught up in the vents around them to benefit from the ability. The war chant has an effective range of ten feet per level of the Skald. Its effects end as soon as the Skald receives a wound, or after a number of rounds equal to the Skald's level (whichever occurs first).

Skalds can choose from six effects for the war chant, choosing different effects each battle, if desired. A 1st-level Skald can choose only one effect, but can add another effect with each three experience levels (two effects at 3rd level, three effects at 6th level, etc.). The Skald cannot choose the same effect twice for the same battle, and can never choose more than six effects.

The effects apply to the Skald and all allies within range of the war chant. The six available abilities are as follows:

- *Bonus hit points* equal to the Skald's level.
- *A morale bonus* of 1 for each six levels of the Skald (rounded up).
- *A +1 bonus to all attack rolls.*
- *A +1 bonus to all damage rolls.*
- *A +1 bonus to all saving throws.*
- *A –1 bonus to Armor Class.*

Skalds also receive combat bonuses. Whenever singing or chanting during combat (including the war chant), the Skald receives a +1 bonus to attack rolls. (This ability is *not* cumulative with a bonus to attack rolls due to the war chant.) Even if not in time to perform an effective war chant, Skalds almost always sing or chant during combat, sometimes just a soft chant under the breath, so they nearly always receive this bonus.

In addition, Skalds gain a +1 damage bonus when using a spear, battle axe, or a sword (bastard, long, broad, or two-handed).

Special Hindrances: Skald characters have no hindrances other than those already detailed in other sections of this kit description.

Wealth Options: The Skald receives standard starting funds.

Trader

Traders are wandering storytellers and merchants among the less civilized cultures of the Savage Coast. Most are native to one of those cultures, but some few are from PC races. Representing one of the few links among different primitive tribes, they are welcomed by all as bringers of news, trade goods, and ancient lore. Traders are well respected by tribal cultures, and are generally safe even when visiting tribes hostile to their own.

Trader characters gather lore of all kinds, especially religious. If a tribe visited by a Trader has a task for a Shaman or other priest, and none are available, the Trader can usually advise the locals or even act in place of a Shaman for a short time.

Character Class: Only bards can be Traders.

Races and Nationalities: Tortles can take the Trader kit. It is remotely possible for a member of another race to become a Trader if adopted by tortles, but the character suffers the tortles' level limit (for the bard class). If goblinoid PCs are allowed, Traders can be found in the Yazak Steppes and among Yazi goblinoids.

Requirements: Traders can be of either gender and have the same ability score requirements as standard bards. The tribes from which Traders come have no true social classes, but Traders are considered to be sort of upper middle class, generally less respected than tribal leaders, and about equal with warriors (though warriors generally view them as belonging to a lower echelon).

Traders are seldom chaotic and never evil, which leaves lawful neutral, neutral good, true neutral, and the rare chaotic neutral as possible alignments.

Role: The Trader's primary role is—not surprisingly—trade. The characters transport goods between tribes, bartering for good deals whenever they can find them, making a circuit of various tribes about once each year. But Traders deal almost as much in stories as in trade goods. At each stop, they pass along tales of excitement and adventure, as well as teaching the mythology and folklore of the tribes. If necessary, the Trader can also apply the mythology and folklore by advising a local Shaman of forgotten rites, or even acting as a substitute Shaman for small ceremonies—but only if a true Shaman is unavailable.

Traders never steal, because that would break the bond of trust that protects them when traveling among foreign tribes. They are afforded courtesies by the tribes they visit, including lodging and food. A Trader might snoop a little around the tribe, to learn about what they are doing and what they plan. However, the tribe being visited expects this, and is careful to hide its more important secrets. A Trader is careful about spreading gossip about a tribe, because the character wants to be welcomed there again.

Some Traders want to expand their horizons, finding better goods for barter, or better stories, or sometimes even retrieving an item important to the tribe. They are the ones who become adventurers. In an adventuring group, a Trader often acts as a spokesperson, and is usually deferred to for bargaining, even in the more urban areas of the Savage Coast. Adventuring Traders also expect their companions to respect them, but never fail to do things that make them valuable to the group, such as casting spells for the party, scouting, or fighting. The characters are engaging and personable, respectful of the beliefs of others, and very tolerant of people who are different. They can sometimes provide shelter for companions when visiting tribes (see "Special Benefits" below).

Class Modifications: The Trader has the standard bard ability of influencing audience reactions. The Trader's ability to learn a little bit of everything (legend lore) applies only to tribal items, until the character has been exposed to the more urbanized cultures. Spending a year or more in the more "civilized" cultures (not just adventuring with people from them) is necessary for a Trader to be able to apply the legend lore ability to items of those cultures.

Traders have neither the ability to rally friends and allies with inspiring song, nor to counter magical song effects. Instead, they have abilities detailed under "Special Benefits."

The characters do not learn wizards' spells. Instead, they build a spellbook of clerical spells. The characters do not pray for these spells, but instead memorize them as if they were wizard spells. Whenever a spell description calls for a holy symbol, the Trader must instead perform a short chant (this does not change the spell's casting time). A Trader is limited in spell selection, with major access to the spheres of divination and protection, minor access to the spheres of all, animal, combat, and plant.

Traders never build a stronghold or attract followers.

Weapon Proficiencies: At 1st level, Traders are restricted to those weapons available to their tribe. Beginning tortle Traders must choose from short bow, staff, long sword, and bite. At later levels, Traders can become proficient in weapons unavailable to their tribe, but almost never learn how to use firearms.

Nonweapon Proficiencies: The Trader character receives direction sense, storytelling, and religion as bonus proficiencies, and, like other bards, local history and reading/writing. Recommended proficiencies include animal handling, animal training, fire-building, fishing, rope use, weather sense, animal lore, hunting, set snares, healing (regular and veterinary), herbalism, local history (for areas other than their homes), land-based riding (among goblinoids), survival, and weaponsmithing (crude).

Equipment: Traders receive no starting money. Instead, they start with one of each of the weapons with which they are proficient. A Trader can also have up to 20 items of other equipment common to the character's tribe. This list must be approved by the DM, but might include rope, food, clothing, weapon sheathes, items important for the character's nonweapon proficiencies, and so forth. The character also begins the game with 10d6 gp worth of trade goods appropriate to the tribal cultures (feathered cloaks, necklaces and other jewelry, or even weapons, as approved by the DM). The Trader uses armor according to the restrictions of the character's culture (see the tortle description in the appendix to this book).

Special Benefits: Among tribal peoples (lizard kin, phanatons, wallara, some tortles, and goblinoids), the Trader receives a –3 bonus to reaction rolls. If members of the tribes recognize the character as a Trader, the character can receive a reaction of "hostile" or "threatening" only if the Trader has personally caused problems for the tribe in question.

Traders are welcomed by other tribes, and can get a tribe to extend this welcome to companions by claiming them as assistants (bearers, guards, etc.). A Trader can claim up to one assistant per level of experience, but must have enough trade goods to make an entourage plausible, or the tribe will not offer the welcome for very long.

Besides their safety among tribal peoples, Traders have one other ability, that of detecting spirits or undead. A Trader automatically gets a saving throw against spells for detection of a spirit or undead when such a being approaches within 10 feet, and for every round the being remains that close. The Trader does not automatically know where the creature is, just that it is close. Locating it still requires other clues. A Trader can also use this ability to detect the presence of invisible spirits or noncorporeal undead, such as ghosts. Spirits and undead are almost never immediately hostile toward Traders, but defend themselves if attacked. Other than the beneficial reactions from such beings, Traders have no special attack or defense abilities against them.

Besides being able to detect such beings, Traders have a special ability to speak with them, as per the *speak with dead* spell. To learn more ancient lore and mythology, they use this ability to talk to undead (or normal dead creatures). They can also use the ability to talk to spirits of various sorts. This ability is particularly useful if the Trader needs to communicate with an ancient spirit to learn rituals appropriate to a specific tribe, allowing the Trader to serve better as a keeper of religious lore.

Special Hindrances: Besides those mentioned earlier, the Trader has no special hindrances.

Wealth Options: As explained under "Equipment," the Trader gains no starting funds. Trader's rely mostly on barter, but are quick to grasp the uses of money when they come into contact with it.

Kits by Culture and Race

As mentioned earlier, most races are restricted in the kits they can use, and some kits are more appropriate to particular cultures. Following is a summary of the kits available to different races and cultures, to save players time in locating kits appropriate for their characters. Under each heading, kits are listed in the following order: those for multiple classes, warrior kits, wizard kits, priest kits, thief kits, then bard kits.

Kits by Nation

Any notes about restrictions and frequencies are included parenthetically in the listing. If there is no such note, assume anyone raised in the area or country can take the kits for that culture. The races most common to the areas are listed, but all of these nations have at least a few people of each player character race.

City-States: (*inhabited mostly by humans, with some demihumans*) Local Hero, Noble, Swashbuckler (rare); Defender, Myrmidon; Militant; War Priest (common); Bandit, Scout.

Savage Baronies (and free cities of the Savage Coast): (*inhabited mostly by humans, with some demihumans*) Inheritor, Local Hero (rare in Gargoña), Noble (except for Almarrón; uncommon in Cimarron and Torreón, rare in Gargoña), Swashbuckler (common in Almarrón and Gargoña, rare in Guadalante, and uncommon in Torreón, Narvaez, and Cimarron); Defender (laws of Narvaez declare this kit illegal), Gaucho (humans and demihumans only—common in

Cimarron and Guadalante, rare in Gargoña, not native to Vilaverde and Texeiras), Honorbound (humans, elves, dwarves, and halflings only), Myrmidon (especially in Torreón and Narvaez); Militant (rare in Narvaez), Mystic (only in Gargoña and Saragón, and rare there); War Priest (common); Bandit, Scout.

Robrenn: (*inhabited mostly by humans, with many elves and some other demihumans*) Inheritor (uncommon), Local Hero (uncommon), Noble, Defender (relatively common); Militant, War Priest (common); Bandit, Scout.

Eusdria: (*inhabited mostly by humans, with many elves, half-elves, and dwarves, and some halflings*) Inheritor, Local Hero (uncommon), Noble, Defender, Honorbound, Myrmidon; Militant; War Priest (common); Bandit, Scout; Skald (humans, dwarves, and elves only).

Renardy: (*inhabited mostly by lupins*) Inheritor, Local Hero, Noble, Swashbuckler (common); Beast Rider (lupin only), Defender, Honorbound (mostly lupins, rare humans, elves, dwarves, and halflings), Myrmidon; Militant; Bandit, Scout (relatively common).

Bellayne: (*inhabited mostly by rakasta, with many elves and tortles as well*) Inheritor, Local Hero, Noble, Swashbuckler; Beast Rider (rakasta and a few elves only), Defender, Honorbound (rakasta, elf, and tortle relatively common; rare human, dwarf, and halfling), Myrmidon (uncommon); Militant (uncommon), Mystic (rare); Fighting Monk (mostly rakasta, elves, tortles); Bandit, Scout; Herald (rakasta and elves only).

Herath: Inheritor (uncommon), Local Hero, Noble, Swashbuckler; Defender, Myrmidon; Militant, Mystic (rare); War Priest; Bandit, Scout.

Kits for Tortles, Goblinoids, and Outside Nations

Information given with each heading below falls into three basic categories: 1) kits allowed to those individuals raised in their home culture; 2) kits taken only rarely, and only by individuals raised in a culture other than their native one; and 3) kits never taken by members of that race. Tortles are an exception, being almost always raised in other cultures. Notes are included for DMs who wish to allow goblinoid PCs or those from Hule. Goblinoids sometimes raise outsiders in their culture—these are usually prisoners or slaves taken from other cultures.

Tortles. *Allowed:* Inheritor, Local Hero (very common), Swashbuckler (rare); Defender, Honorbound, Myrmidon, Mystic (rare); Fighting Monk; Bandit, Scout; Trader.

Never: Noble; Beast Rider, Gaucho; Militant; Shaman, War Priest; Herald, Skald.

Yazak Steppe Goblinoids. *Native:* Beast Rider, Defender, Honorbound (rare); Shaman (goblinoids only), War Priest; Bandit, Scout; Trader.

Non-native: Inheritor, Local Hero, Swashbuckler; Myrmidon; Militant; Fighting Monk.

Never: Noble; Gaucho; Mystic; Herald, Skald.

Yazi Goblinoids. *Native:* Inheritor (rare); Beast Rider, Defender, Honorbound (only gnolls of El Grande Carrascal); Shaman (no non-natives), War Priest; Bandit, Filcher, Scout; Trader.

Non-native: Local Hero, Swashbuckler; Myrmidon; Militant (non-natives); Fighting Monk.

Never: Noble; Gaucho; Mystic; Herald, Skald.

Hule. Characters from Hule are always human, and can have the following kits from this book: Defender; Mystic; War Priest; Bandit, Scout.

Using Other Kits

It is possible for a DM to create additional kits for use with the RED STEEL campaign. A wide range of possibilities is covered in this chapter, but there are others. There is also nothing to prevent a DM from running a RED STEEL campaign with characters imported from other regions. Such characters need not worry about conforming to native kits.

The DM can also use kits from other sources, as listed below. Sources not listed contain no kits suitable for a Savage Coast campaign. For example, sources such as the *Complete Book of Elves* and the *Complete Book of Dwarves* are inappropriate, because demihuman cultures along the coast are different than general. Most Savage Coast demihumans have lost the cultural identity that makes any of those kits appropriate. Most other sources that have kits are too closely tied to the cultures of those sources to be of much use.

Note that several kits from the sources listed have already been adapted for the setting and appear in this chapter (these include kits like the Peasant and Noble, and several others).

The *Complete Fighter's Handbook.* Adaptations of the book's Beast Rider, Myrmidon, Noble, Peasant, and Swashbuckler kits appear earlier in this chapter. The Amazon, Cavalier, Gladiator, and Samurai are unsuitable for the setting. The Pirate/Outlaw is appropriate for all but the goblinoids; the Barbarian and the Berserker can be used for people of Eusdria. Wilderness warriors could be found in Robrenn, Eusdria, and Herath, and among Yazi goblinoids. Anyone can become a Wilderness warrior by moving to one or another of these wilderness areas.

The *Complete Thief's Handbook.* Adaptations of the Adventurer, Bandit, Scout, and Swashbuckler appear in this chapter. The other kits in the CTH are appropriate as well. Any could be used in the Savage Coast setting (except among the goblinoids).

The *Complete Priest's Handbook.* Adaptations of the Fighting Monk, Nobleman, and Peasant appear in this chapter. The Amazon is inappropriate for use with this setting. The Barbarian/Berserker might be found in Eusdria, if the appropriate warrior kits are adapted as well. The Outlaw can be used, but the Pacifist is not terribly suitable. Likewise, the Savage could be used, but the Shaman presented here is preferable. The Prophet could be used for Hule, and Scholars might be found in Bellayne, Renardy, and the Savage Baronies (especially in Gargoña).

The *Complete Wizard's Handbook.* Adaptations of the Militant, Mystic, Patrician, and Peasant appear in this chapter. The Amazon and Anagakok are not suitable for this setting. Academicians could be found in Gargoña, Bellayne, Renardy, and especially Herath. The Wu Jen could be used as a hermit wizard in Bellayne, while the Witch could be used in all areas of the Savage Coast. Also, the Savage could be used among the goblinoids. Savage wizards can read and write, as per the Trader bard kit. In addition, the Academician, Wu Jen, and Savage could also be adapted for use with psionicists.

The *Complete Bard's Handbook.* Note that the kits from this source are not so much kits as they are replacement bard classes, because almost all of them take away the bard's standard abilities and replace them with something new. This chapter includes adaptations of the True Bard, Blade (as Swashbuckler), Herald, and Skald. The following additional kits are usable with the setting: Charlatan, Gallant (in Renardy and the Savage Baronies), Gypsy (in Bellayne), Jester, Jongleur, Loremaster, Meistersinger (especially in Robrenn), Riddlemaster, and Thespian (rarely). Of the demihuman kits, only the elven Minstrel might be found, among the nobility of Robrenn.

The *Complete Book of Humanoids.* Adaptations of the Shaman and the War Priest appear in this chapter. There are also several kits available herein that are similar to those in CBoH. The Mine Rowdy, Pit Fighter, Saurial Paladin, and Tunnel Rat are not suitable for the setting. All other kits from CBoH—except the Witch Doctor—can be used on the Savage Coast, for goblinoids and the other savage tribes.

The *Complete Ranger's Handbook.* The following kits from the CRH can be used with this setting: Beastmaster (in Robrenn), Guardian, Justifier, Pathfinder (especially lupins and rakasta), Sea Ranger (uncommon), Seeker, and Stalker. The Explorer, Falconer, Forest Runner, and Warden could be used in Renardy, the city-states region, and the Savage Baronies. The Mountain Man and Giant Killer could be found in Eusdria. The Feralan is a rare kit, but could be found in some of the less civilized areas of the Savage Coast. The Greenwood is also rare, and found only in Robrenn, if anywhere.

The *Complete Paladin's Handbook.* Paladins in general are rare in the Savage Coast setting. But any paladin kit can be used in the area, except for the Skyrider (no appropriate culture) and the Wyrmslayer (not enough dragons). Either the Local Hero or the Noble can be considered an adaptation of the True Paladin kit from CPaH. The Votary, Divinate, Expatriate, and Inquisitor are relatively common in Narvaez, but only the Divinate is found in other areas. The Envoy and Errant would be common paladins of the region, while the Chevalier, Equerry, Ghosthunter, Medician, Militarist, and Squire are also possible.

The *Complete Druid's Handbook.* Druids are rare in this setting, except in Robrenn, where they dominate the country. The CDH offers druidic branches, as well as kits; branch is determined by the druid's home environment. The forest branch is the strongest, and is especially strong in Robrenn, and to a lesser extent, Herath. Druids of Jibarú belong to the jungle branch, even though their region is not tropical rain forest. There are few druids of the swamp branch, and mountain or plains druids are rare. Gray and desert druids are all but unknown here, and there are no arctic druids.

In terms of kits, only the Hivemaster and Village druids have been adapted in this chapter, as the Webmaster and Local Hero, respectively. The Advisor is common in Robrenn. The Outlaw is found in Narvaez. There might be a few Lost Druids in the area, and the Totemic druid could find a place in Beast Rider cultures (Renardy, Bellayne, and among goblinoids). The Natural Philosopher and the Pacifist are rather unsuited to the region. Beastfriend, Guardian, Shapeshifter, and Wanderer can also be used, and would likely come from Robrenn.

Arabian Adventures. For the most part, the kits in this source are unsuitable for the Savage Coast campaign. However, the Askar, Desert Rider, Faris, Holy Slayer, Rawun, Moralist, Hakima, and Mystic can all be used for characters from Hule, until more material about that nation becomes available.

Maztica. The Plumaweaver kit would make a fine choice for tortles. No other kit is truly appropriate for the Savage Coast.

Switching Kits

Many of the kits described mention penalties suffered by a character who abandons a kit. Generally, abandoning a kit means giving up all or part of the culture that goes with it. For example, clerics who abandon the Shaman kit essentially renounce their home culture in favor of a more "civilized" one. Similarly, warriors who leave the Noble kit might be renouncing a birthright. In such cases, where a character is closely tied to a kit, and the kit to the culture, the DM is perfectly justified in giving the character a penalty such as the loss of two experience levels. In other cases, kits represent groups like Inheritors and the Honorbound, who punish those who abandon their ranks.

For the most part, leaving a kit or joining a new kit is not necessary or desirable. The kit gives the character an initial mind-set and a way of doing things; it does not prevent the character from changing professions, and it seldom precludes the character from changing habits, acquiring skills with new weapons, or learning something more common to another culture or kit. Leaving kits should be discouraged, and switching kits should be allowed only in the rarest of circumstances.

Keep in mind, however, that it is possible to join a kit late, if, for instance, a character is brought to the Savage Coast from some other area. Each case must be handled individually by the DM, according to the situation. For instance, a character cannot become an Inheritor after 1st level, but could become an associate member of one of the orders. A character who wanted to become a Gaucho could live with the range riders for a time, learning the appropriate skills and gaining acceptance from them. Someone who wanted to become a Shaman would have a difficult time, but might be accepted by a tribe after a long series of ceremonies and initiation rights. The DM might make the character give up certain skills, spells, or habits to join a particular kit, and should require the character to spend time to learn the nonweapon proficiencies appropriate to the kit.

Please note that most kits can be used by multi-class or dual-class characters, but a character can have only one kit. For instance, a Militant wizard who decides to become dual-class—adding the fighter class—would keep the Militant kit. On the other hand, suppose a fighter character decides to become dual-class, adding wizard. If the player decides this when the character is created, choice of kit can be put off until the class switch is made, with the Militant kit being taken when the character becomes a wizard.

Some other kits are similar enough that the DM could allow a dual-class character to switch kits. For instance, it would be reasonable for a fighter with the Myrmidon kit to become dual-class, taking a wizard class with the Militant kit. This is possible only if allowed by the DM. And only the new kit is used: The character is now a Militant, not a Myrmidon, and the original kit does not come back when the character becomes able to use the abilities of both classes. For dual-class characters to acquire a new kit, they should be required to spend slots on the proficiencies necessary to the new kit, before being able to join. (This can be used as a guideline for other kit-switching as well.)

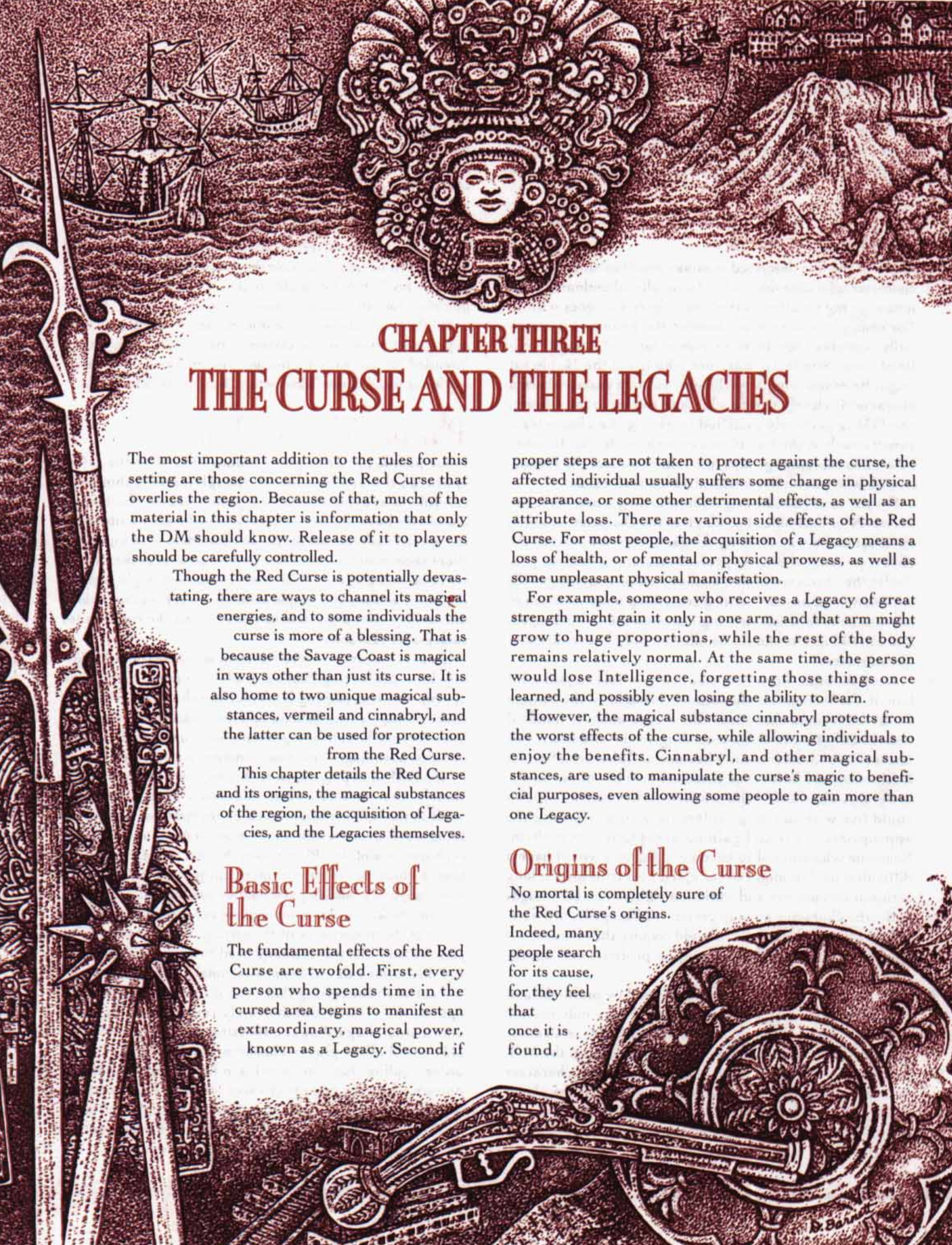
Similarly, a multi-class character can choose a single kit appropriate to one of the classes in particular. If a kit is not intended for use with multi-class combinations, such information is listed under "Character Class" in its description.

Playing Without Kits

Some people prefer to play without kits. With the DM's approval, this can be allowed, though the DM should be careful about allowing a mixed group, one in which some characters have kits and others do not. In such a situation, the special abilities and quirks of characters with kits make them seem much more attractive or powerful than those without, and players of "kit-less" characters might feel left out of the action. The simple solution is to encourage everyone to play with a kit, and to work to find the right kit for each player character.

Some DMs favor a more freeform style, and do not allow any kits, preferring that each player come up with the appropriate role-playing hooks for the character. This may cause a struggle with balance and fairness. If everyone has a kit, everyone has advantages and disadvantages. But without kits, advantages and disadvantages must be determined by the DM (and players) in such a way that no character is "better" than another, while each has unique powers and abilities that allow players to enjoy themselves. Kits are, in some ways, crutches for those who do not want to invent such special abilities. Please note, though, that a kit does not keep a character from becoming unique; most kits have a wide range of available personalities and quirks.

Also, the kits in this campaign set are designed to convey much of the atmosphere of the setting. DMs who prefer to play without kits will certainly need to work harder to convey the setting's flavor. Some kits, notably the Inheritor, are so central to the setting that even if it is not used as a PC option, the DM should definitely retain its background information. Regarding the Inheritor kit, in particular, the DM could allow player characters to join the different orders, ruling that members learn how to manipulate the powers, and gain one every three levels of experience. In this manner, the kit is emulated, though the DM has not used it directly. Other special abilities or hindrances for the kit can be used or not, as the DM and players choose.



CHAPTER THREE

THE CURSE AND THE LEGACIES

The most important addition to the rules for this setting are those concerning the Red Curse that overlies the region. Because of that, much of the material in this chapter is information that only the DM should know. Release of it to players should be carefully controlled.

Though the Red Curse is potentially devastating, there are ways to channel its magical energies, and to some individuals the curse is more of a blessing. That is because the Savage Coast is magical in ways other than just its curse. It is also home to two unique magical substances, vermeil and cinnabryl, and the latter can be used for protection from the Red Curse.

This chapter details the Red Curse and its origins, the magical substances of the region, the acquisition of Legacies, and the Legacies themselves.

Basic Effects of the Curse

The fundamental effects of the Red Curse are twofold. First, every person who spends time in the cursed area begins to manifest an extraordinary, magical power, known as a Legacy. Second, if proper steps are not taken to protect against the curse, the affected individual usually suffers some change in physical appearance, or some other detrimental effects, as well as an attribute loss. There are various side effects of the Red Curse. For most people, the acquisition of a Legacy means a loss of health, or of mental or physical prowess, as well as some unpleasant physical manifestation.

For example, someone who receives a Legacy of great strength might gain it only in one arm, and that arm might grow to huge proportions, while the rest of the body remains relatively normal. At the same time, the person would lose Intelligence, forgetting those things once learned, and possibly even losing the ability to learn.

However, the magical substance cinnabryl protects from the worst effects of the curse, while allowing individuals to enjoy the benefits. Cinnabryl, and other magical substances, are used to manipulate the curse's magic to beneficial purposes, even allowing some people to gain more than one Legacy.

Origins of the Curse

No mortal is completely sure of the Red Curse's origins. Indeed, many people search for its cause, for they feel that once it is found, the curse can be lifted. (This can lead to an interesting campaign with a very definite goal, if the player characters search for a means of ending the Red Curse.) But many people enjoy the benefits of the curse, from the personal Legacies it gives them, to the way it harms their enemies, and the chaos it imposes on the region,allowing a clever person to rise to great political power.

Following are a few commonly held theories concerning the origins of the curse. Each of these circulates the region periodically as legend, and sages study them all.

The Dragonfall

According to this legend, many years ago, dragons roamed the lands, and were often seen in the sky. The dragons met in great conclaves, where they decided how they should be governed, and how they should relate to others, whether dragons or other races.

Then, the dragons began to war among themselves, for reasons lost in the mists of time. It is said that the leader of all the dragons was saddened by these conflicts, for he had believed that the noble dragons were above the petty conflicts of other races.

Eventually, the dragons' leader was able to find out who started the conflict, but to do so cost him greatly, for he had to battle other dragons. Grievously wounded, the dragon leader left the scene of the battle, and flew to find the instigator, leaving a great trail of his blood.

The great dragon finally found his hated enemy, a powerful human. They fought for many days. In the end, the dragon won, but only at the cost of his own mortal life. As he lay breathing his last, he laid an eternal curse on all the lands where his blood had fallen. So great was his curse that, in effect, he gained immortality. The red vermeil that blows on the winds is the living remnant of his blood, an eternal reminder of his pain. Because of it, the curse is eternal.

The wording of the curse was such that all who lived in the area would suffer, becoming twisted relics of their former selves. Yet, the curse would also draw the greedy and the power-hungry to the area, leading them away from the rest of the world, to a secluded place to eventually destroy themselves.

The Aranea and Wallaras

Another tale claims that the wallaras, known to many as chameleon men, once had a great and powerful civilization. Descended from dragons, the wallaras were altered to have smaller forms, so they might interact more freely with the human and near-human races, and spread the wisdom of dragons to them. They brought many great things to the world.

Then came the aranea.

They were evil spider beings who, in their arrogance, conducted strange magical experiments on wallaras, and released a plague that damaged them and turned them to evil. The Immortal patron of the wallaras, the dragon known as the Great One, tried to save his chosen people, but his magic was twisted by the aranea and their patrons. In the end, the wallaras devolved into the race of spiritually rich, yet technologically primitive, people that they are today.

The Great One's wrath was terrible. He brought all his magic to bear, and laid an aura of magic over the land. The magic was meant to give every living being in the area a magical power, that they might use it to resist the aranea. Alas, the aranea and their patrons again interfered, altering the magic so that with the power came a curse. All who gained the arcane power would be twisted by it.

Still, the Great One fought against the forces of evil and chaos, in a battle beyond the comprehension of mere mortals. He fought the enemy until both sides were exhausted by their efforts. But still the Great One persevered. He knew that he would be unable to act for a long time, too late to save the people doomed by the magic he had initiated, and the others had perverted. With a great effort, the Great One pulled a bone from his body, and smashed it above the area that would become known as the Savage Coast.

The blood that rained down dried and became the powdery vermeil, while the pieces of his bone fell deep into the earth, where they turned into the deposits of cinnabryl, the substance that protects from the curse, and allows the Great One's blessing to function properly.

Now the aranea are a hated race, nearly extinct. Those few who still exist hide from the sight of all who care for good and order.

Nimmur and the Manscorpions

This legend states that many centuries ago, beings that were half man and half scorpion roamed the land that would become the Savage Coast. They became friends with the ancient people of Nimmur, the ancestors of the enduks, whom most call winged minotaurs. At first, the manscorpions were friendly, even helpful—but they hid a deep and abiding love for chaos. Eventually, they turned against the good people of Nimmur, and against the Immortal patron of both races, Ixion, ruler of the Sun.

Ixion was angered, and he took his blessing from the manscorpions, making them vulnerable to the light and heat of the sun. Wherever they stood, manscorpions burnt to piles of red ash, which we now know as vermeil. The power of Ixion was great, and it sank into the land. Now, all people who live here gain power from the land.

But the red ash from the manscorpions flies through the air, and it poisons all who live near it, giving them bizarre afflictions, unless they dig to find the receptacles of Ixion's power, the magical metal cinnabryl, which still protects people from the traitorous manscorpions.

The Real Story

Each of the legends above contains at least part of the truth, yet none tell the complete story. The Red Curse is actually composed of several curses and blessings. It is a result of several conflicts that took place about 1,500 years ago, during a time of magical troubles.

Roughly years before that time, the Nithians were at the height of their power. They built an empire centered on a great river, constructing immense pyramids throughout the surrounding deserts, lands that would eventually become home to the Emirates of Ylaruam. But the pharaohs of Nithia also sent out exploratory expeditions to other regions, discovering the Savage Coast about 1,700 years ago, and starting a colony there. At about the same time, the Immortal Thanatos decided to destroy Nithian culture. It took almost two centuries to complete, during which time Thanatos led the Nithians to irritate almost all the other Immortals. But in the end, the Nithians were destroyed. On the Savage Coast, their disappearance took place almost overnight.

The other Immortals also concocted an incredibly powerful enchantment known as *The Spell of Oblivion.* This magic affected every living, mortal being in the world, robbing all of any memory of the Nithians and destroying many of their monuments and artifacts. But on the Savage Coast, the destruction was not absolute; a few pyramids were left, as was a legacy of art and philosophy. The people of the Savage Coast have no true memory of the origins of those things, however. The manscorpions of Nimmur believe, for example that they simply migrated west, rather than being driven by the Nithians. And most people believe ancient Nithian artifacts to be remnants of wallaran outposts.

While the Nithians on the Savage Coast were in power, they were great workers of magic, involved in a conspiracy to wrest power from their pharaoh. Their wizards had even created a powerful magic which was the root of the Legacies, intended to give spell-like powers to many of their troops. The Savage Coast Nithians also set loose spells creating a magical metal that could be mined and shaped into magical weapons. This was the origin of cinnabryl. But doom fell upon all Nithians before the rebels could put into effect their plan to attack.

Meanwhile, the manscorpions—having been driven west by the Nithians—had been accepted by the enduks of Nimmur. At about the same time as the Nithian destruction, the manscorpions turned on the enduks and drove them out. In fact, the enduks only survived this treachery because they were aided by their friends the ee'aar, from across the sea.

The Immortal Ixion punished the manscorpions with a two-fold curse. First, the manscorpions of Nimmur (on the western edge of the Orc's Head peninsula) became vulnerable to Ixion's power, that of the sun. Many were incinerated, and the rest were driven underground. The second part of Ixion's curse fell along the rest of the Savage Coast, to catch those manscorpions still living at various places along it. This curse declared that those who sought power would be doomed by it, having their bodies twisted, and their mental and physical abilities depleted.

As might be expected, Ixion's curse acted upon anyone who gained power, even those who were unwillingly granted it—in the form of Legacies—by the Nithian enchantment. Thus, the Legacies are the result of one enchantment, and the detriments associated with them are the result of another.

During the time of the Nithian and Nimmurian conflicts, there was also a war between the mages of Herath and the wallaras. Most people believe who know anything of the aranea believe that the race began to decline about 3,000 years ago, being supplanted by human and elven wizards. But this is not the case. As explained in Chapter 5 of the *Lands of the Savage Coast* book, the aranea began to assume other forms, and the "humans and elves" who supplanted them were actually aranea themselves. The "Herathians" managed to keep their secret well, and still do so today.

However, the wallaras were a very wise people, able to discern what was real and what was not. They understood the secret of the Herathians. But they did nothing with the knowledge, because they were a peaceful people, content to possess knowledge without using it, despite the fact that Herathians had occasionally used wallaras as stock for magical experiments.

To the Herathians, however, the wallaras' knowledge of their secret was intolerable. Approximately 1,700 years ago, Herathians used captured wallaras in an experiment, infusing their essence into lizard men to create the more advanced specimens who eventually became the shazaks. The wallara nation protested, and the Herathians feared that the wallaras would spread their secret. So the mages of Herath released a magical plague upon the wallara nation, causing that people to forget all they knew about Herath and its inhabitants. Unfortunately, the plague worked too well. Within two centuries, it had erased so much of the wallaras' knowledge that the race reverted to a Stone Age level of technology and learning. This drew the attention of the wallaras' patron, the Immortal called the Great One.

The Great One stopped the devolution of the wallaras, leaving them frozen at their current level of development. He then laid an enchantment on the area, casting his blood over the region roughly 1,500 years ago, at about the same time as the Nimmurian and Nithian conflicts. That blood became vermeil, and it clouded all readings of magic in the area, greatly hindering the mages of Herath, keeping them from using divinations on their enemies, even destroying their ability to detect magic. The Great One's enchantment also catalyzed the other magical forces—the Nithian powers and Ixion's curse—linking all three together, while altering them slightly.

Enraged, the Herathians gathered their powers and fought back. Weary from his efforts to help the wallaras and hinder the aranea, the Great One could not prevent their interference. The mages of Herath were able to confine the curses (all linked now) to small areas at the eastern edge of the coast, in the lands that would eventually become the Savage Baronies. Because the curses were confined, few people outside that area were aware of them, though from time to time a few strange creatures would come scrabbling or oozing from the region.

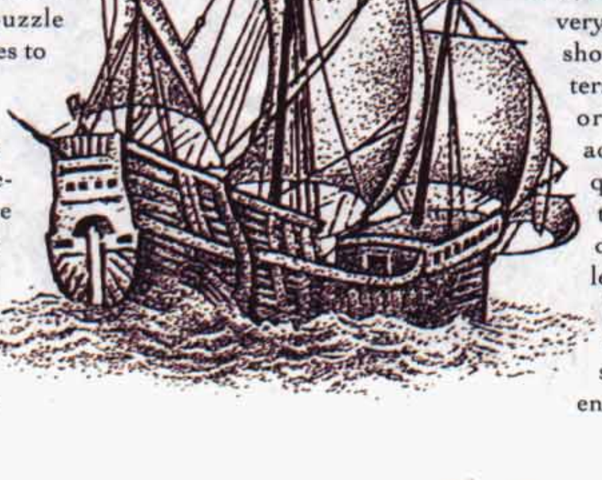
Little was known of the curses and enchantments until the most recent wave of colonization brought more people to the area. Even then, the effects were confined to a small area, thanks to Herathian magic. About ten years ago, the people of the Savage Baronies began experimenting with cinnabryl and power gain, and referring to the combined afflictions as the Red Curse.

Finally, only a year ago, all magic in the world suddenly failed, for about a week. During this time, the Herathian's capital, Belphemon, was sacked by a goblinoid horde, and the spider people's magical protections were destroyed. When magic was restored, the Red Curse was released to cover nearly the entire coastal region. Not knowing why it spread, the people of the area attributed it to the time of wrath of the Immortals, which they also blame for the multitude of wars that have swept the region over the past decade.

Removing the Red Curse

Whether or not the Red Curse can be lifted (in whole or in part) is, of course, left to the DM's discretion. Some DMs may wish to have this as a focus of their campaigns; others will prefer to present the Red Curse as a background condition, permanent and unremovable. Both types can benefit from a discussion concerning the difficulties involved in attempting to dispose of the Red Curse.

For one thing, there is the nature of the Red Curse as a linked combination of three separate enchantments. Of the three, only the Legacies and cinnabryl were created by mortals; the others came almost directly from Immortals. Since they are linked, removing just one piece of the puzzle would be difficult. If the DM wishes to make it possible to remove just a part of the Red Curse, the Legacies or cinnabryl seem to be the place to start, since they were created by mortal magic. But these are the most beneficial parts of the overall "package," and there would certainly be objection from the many people who stand to lose from their removal. In addition, both started with the Nithians, who are remembered by no mortals. Thus, seeking out their roots would be *extraordinarily* difficult. It would probably involve asking an Immortal, and the Immortals are unwilling to talk about the Nithians, or even admit that they once existed, except under the rarest of circumstances.



If the DM wishes to allow an end to the campaign by the removal of the Red Curse, it is suggested that an epic quest lead player characters to discover the truth about the Curse's separate components. The end of the Red Curse would need to involve the Inheritors of the Savage Coast, because they hold the key to much of the power of the Red Curse. But not all Inheritors would be willing to cooperate, so some might need to be eliminated if the goal is to be reached. In addition, the removal of the Red Curse would require the cooperation of at least Ixion and the Great One, if not other Immortals as well. Reaching the Immortals and convincing them to cooperate would be, needless to say, quite difficult.

In addition to the problems of discovering the truth about the Nithians, and gaining the cooperation of the Immortals, the quest to end the Red Curse would likely bring PCs into conflict with the Herathians. The spider people want to protect their secrets, but their cooperation would be necessary to reconcile with the Great One. To willingly reveal their secrets and cooperate with the Great One, the Herathians would have to change their culture greatly, and would risk retribution from many quarters because of their centuries of secrecy and spying.

The DM might also require the cooperation of the wallaras, which could come only from their restoration to greatness. Like the other parts of the epic quest, this task would require great magic and much perseverance.

As an alternative to removing the Red Curse, it is also possible to direct a campaign toward re-establishing its containment within the lands of the Savage Baronies. This would probably require the cooperation of the Herathians. It is something they would be quite willing to do—but keep in mind that Herath is inclined to move slowly and subtly, to protect itself from the scrutiny of outsiders.

In short, ending the Red Curse, even part of it, or curtailing it in any way, is very, very difficult. If it is to be done at all, it should take many years of the characters' lives. In fact, it might require two or more generations of heroes to accomplish the mighty task. Such a quest would likely lead some characters to achieve immortality, so they could aid in its completion from the level at which the most cooperation is needed. The problems involved are great, but bringing about their solutions is the stuff of which legends are made.

The Magical Substances

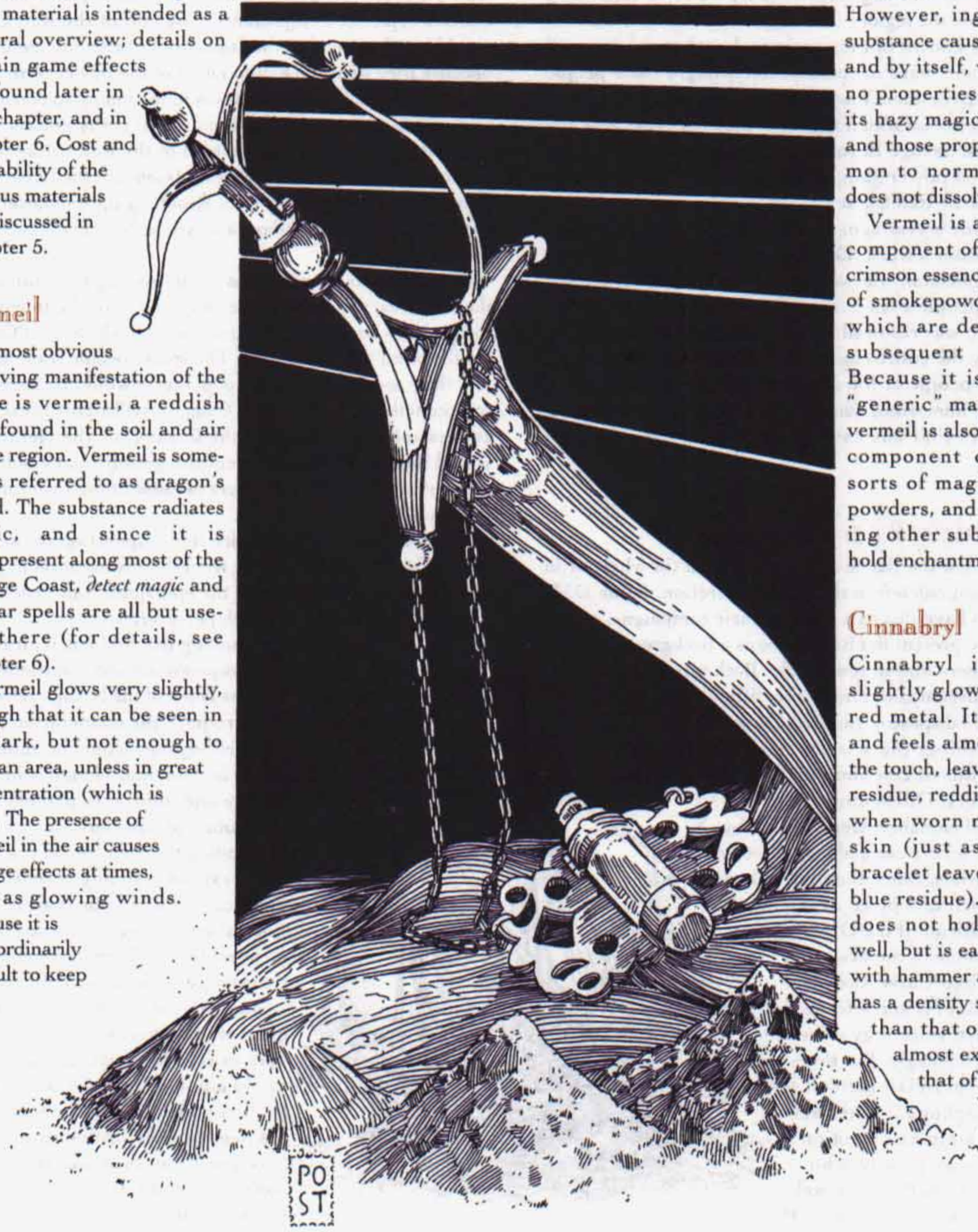
As mentioned earlier, the Savage Coast is home to several inherently magical materials. There are two basic magical substances found in the region: vermeil and cinnabryl. Both are useful in several ways, and can be used to create crimson essence, red steel, steel seed and smokepowder. All are described in the following text.

This material is intended as a general overview; details on certain game effects are found later in this chapter, and in Chapter 6. Cost and availability of the various materials are discussed in Chapter 5.

Vermeil

The most obvious nonliving manifestation of the curse is vermeil, a reddish dust found in the soil and air of the region. Vermeil is sometimes referred to as dragon's blood. The substance radiates magic, and since it is omnipresent along most of the Savage Coast, *detect magic* and similar spells are all but useless there (for details, see Chapter 6).

Vermeil glows very slightly, enough that it can be seen in the dark, but not enough to light an area, unless in great concentration (which is rare). The presence of vermeil in the air causes strange effects at times, such as glowing winds. Because it is extraordinarily difficult to keep vermeil out of metal during processing, coins and other metal items made on the Savage Coast glow slightly, and radiate the same hazy magical aura as vermeil.



Vermeil is unavoidably ingested by anyone living in the area, and many blame the substance for the Red Curse, even referring to affected people (those changed physically, or suffering from great attribute loss) as being "tainted" or "under vermeil's curse." However, ingesting the substance causes no harm, and by itself, vermeil has no properties other than its hazy magical radiance and those properties common to normal dust. It does not dissolve in water.

Vermeil is a necessary component of the potion crimson essence, as well as of smokepowder, both of which are described in subsequent entries. Because it is a sort of "generic" magical dust, vermeil is also useful as a component of various sorts of magical dusts, powders, and inks, helping other substances to hold enchantments.

Cinnabryl

Cinnabryl is a rare, slightly glowing, shiny red metal. It is smooth and feels almost slick to the touch, leaving a slight residue, reddish in color, when worn next to the skin (just as a copper bracelet leaves a green-blue residue). Cinnabryl does not hold an edge well, but is easily shaped with hammer and heat. It has a density slightly less than that of gold, and almost exactly twice that of steel.

When worn next

to the skin, cinnabryl protects the wearer from the detrimental effects of the Red Curse. Fortunate (or wealthy) people wear jewelry of cinnabryl to protect themselves from the curse. The metal radiates magic, and also gives off a slight reddish glow; its radiance is necessary to make crimson essence. A protective item made of cinnabryl is typically called an amulet, while those designed for creation of crimson essence is called a talisman.

After being worn by a living being for a while, however, cinnabryl's magic becomes depleted; it no longer protects from the curse. Strangely, the metal's weight decreases as its magic depletes, so someone able to test the material's weight and displacement (a jeweler or alchemist, for example) can determine how long a sample of the material will last before becoming fully depleted. Since its usefulness has a time limit, cinnabryl must be replenished periodically. Consequently, it is in great demand and hunted almost constantly. Depleted cinnabryl is called red steel (see the subsequent entry).

Cinnabryl also has effects harmful to those not suffering from vermeil's curse. This keeps most people from taking cinnabryl away from the Savage Coast. When cinnabryl becomes depleted, these potentially harmful effects disappear as well. See "Effects of the Red Curse" later in this chapter for full details regarding depletion of cinnabryl, and the substance's various effects.

Cinnabryl is found in deposits in many places along the Savage Coast, and only in that region. The deposits consist of clusters of rounded nuggets of pure cinnabryl. These nuggets are generally found in reddish clay, and small deposits of steel seed (see subsequent entry) are often found with them.

Unknown to all but the most learned of wizards and sages, cinnabryl is self-perpetuating while in deposits of red clay. That is, the metal produces more nuggets of itself while in that material. (The Nithians designed cinnabryl to be a self-replenishing supply of magical metal.) This replenishment is a slow process, and it is possible to over-mine deposits, which means the metal might someday disappear from the Savage Coast.

Red Steel

When the magical protective effects of cinnabryl have been completely depleted, the remaining substance is red steel. This is a lightweight, dull red metal (it does not glow like cinnabryl and vermeil). Red steel is hard without being brittle, holds an edge very well, and weighs only half as much as steel. Thus, it is in great demand for the making of weapons. Because red steel is inherently magical, weapons made from it can strike creatures normally hit only by enchanted weapons, as well as those normally struck only by silver or cold iron weapons. Red steel also holds enchantments well, so along the Savage Coast it is the preferred base metal for magical armor, weapons, and other devices. The metal's popularity is spreading wherever it is traded, but most red steel remains on the Savage Coast, due to the efforts of the Inheritors.

Armor of red steel can also adjust its shape when a Legacy is used. See the notes later in this chapter, in the section on the Legacies. Items made of red steel are also discussed in Chapter 6, and a full description of red steel armor appears there.

Crimson Essence

This substance is a potion that grants Legacies to the imbiber. In most cases, the power gain is random and temporary, but some people learn how to control multiple Legacies, and can use crimson essence to possess extra Legacies permanently.

Crimson essence is a liquid medium created from vermeil and other substances. Once the liquid has been prepared, it carried close to the body and bathed in the radiance of cinnabryl for a time. Some people create cinnabryl talismans with special holders for carrying their potion vials. When ready to be used, crimson essence glows red, and motes within sparkle with reflected light.

Creation of crimson essence requires two months (for an Inheritor) or six months (for anyone else). Full details can be found in the description of the Inheritor in Chapter 2. More details on the effect of the potion are found in Chapter 6.

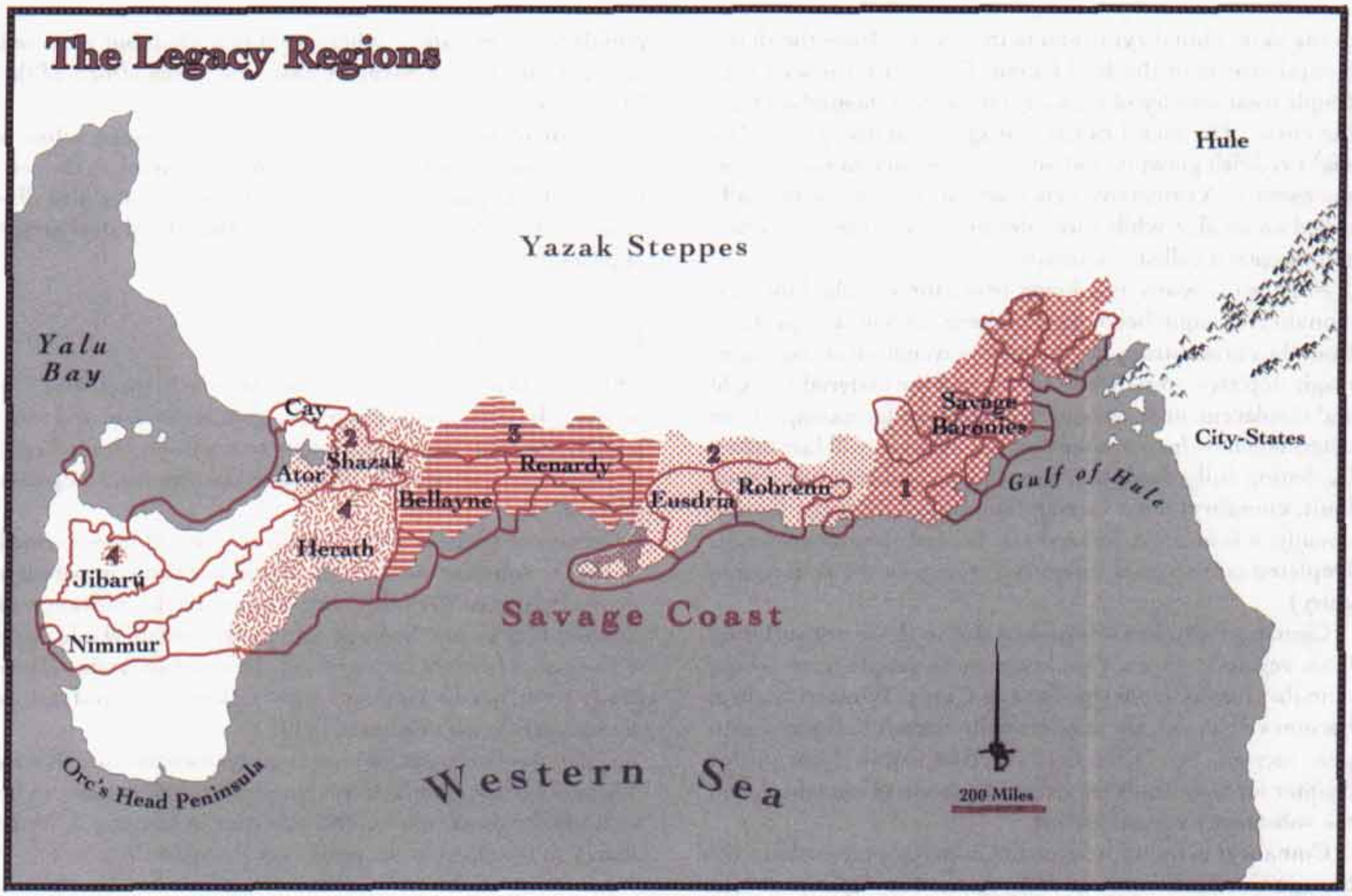
Steel Seed

Steel seed is a silvery-red, granular substance found with deposits of cinnabryl. Alchemists and sages have determined that steel seed is cinnabryl that has been depleted of its magic before having been mined. These same wise folk have not determined how the substance becomes depleted, however, because it seems to be different from the organic depletion that changes cinnabryl to red steel.

In any case, steel seed is a somewhat hard, slightly brittle substance that radiates magic, in a manner similar to vermeil. But steel seed does not glow. It is something like crystallized red steel, but cannot be forged into weapons or items as that metal can. Steel seed is an important component in smokepowder, and may possibly be useful in other magical preparations. The material is found in small amounts wherever cinnabryl deposits are found. The only known large caches of steel seed are found in the cinnabryl mines near Smokestone City, in Cimarron County, of the Savage Baronies.

Smokepowder

In the RED STEEL campaign setting, smokepowder can be created by combining vermeil in a specific proportion with steel seed. In all other respects, smokepowder conforms to the description in the *DUNGEON MASTER Guide.* It can be



made only by someone with the appropriate skill and materials (as detailed in the nonweapon proficiencies in Chapter 4). Smokepowder is relatively common in Cimarron County, uncommon in the other Savage Baronies and in Renardy, and rare elsewhere.

Note that detonation of smokepowder can affect the depletion rate of cinnabryl. See the section on cinnabryl depletion later in this chapter.

Effects of the Red Curse

As mentioned, the Red Curse is actually composed of three different enchantments. The people of the Savage Coast group all effects together, and believe the affliction to be a single curse (so never refer to the "Red Curses" for instance). However, there are certain terms used for different effects of the Red Curse. This section of the rules describes each component of the effects of the Red Curse, as well as the time factors involved, and the details of protecting oneself from the curse's detriments.

Generally speaking, the Red Curse affects only intelligent beings. However, animals and monsters have been known to acquire Legacies. Some of these suffer the detriments of the Red Curse as well. Almost all animals of the cursed lands are affected by at least the side effects of the Red Curse. See Chapter 7 for notes on monsters with Legacies.

Benefits: The Legacies

The Red Curse has precisely one beneficial effect: the Legacies. Since this is always accompanied by some malign effect, the people of the Savage Coast never refer to acquisition of a Legacy as a blessing or benefit, but always as part of the curse. The name "Legacy" hearkens to the affliction, for an arcane power gained is considered a legacy of the Red Curse.

The Legacy is the first effect of the curse to manifest. A Legacy is a magical, spell-like power; its use is essentially automatic for the user, but is limited. Legacies are usually directly beneficial to the user, but can sometimes be used to aid another. Further discussion of Legacies, and descriptions of the Legacies themselves, appears later in the chapter.

Detriments: Loss and Change

After a person acquires a Legacy, he or she begins to lose points from a particular ability score, such as Constitution or Intelligence. The precise number of points lost is variable; the DM should roll 2d4 to determine how many are lost (note that wearing cinnabryl prevents most of this loss). The ability score affected is dependent on the exact Legacy acquired, and is usually more or less the opposite of the arcane power gained. For example, a character who

Table 3.1: Initial Legacies By Region

1d20 Roll	Region 1	Region 2	Region 3	Region 4
1	Aid	Animal Form	All-Around Vision	Acid Touch
2	Amber Paralysis	Anti-Poison	Anti-Missile	Animate
3	Armor	Bite	Ball of Fire	Blend
4	Burn	Breathe Water	Craft Item	Clairvoyance
5	Charm	Chill	Cure	Climb
6	Create Liquid	Crimson Fire	Disintegrate	Dexterity
7	Detonate	Digging	Displace	Disguise
8	Fight	Disrupt	Find	Duplicate
9	Grow	Entangle	Float	Feel Magic
10	Light	Farsight	Fog	Missile
11	Luck	Fly	Fog	Missile
12	Proficiency	Meld	Gaseous Form	Poison
13	Projectile	Plant Form	Hypnosis	Red Steel
14	Senses	Red Shield	Leap	Reflect
15	Sight	Repel Metal	Phase	Regenerate
16	Speed	Shape Stone	Separation	Silence
17	Swim	Sleep	Shock	Spell Shield
18	War Cry	Spikes	Shoot	Unlock
19	Weapon Hand	Strength	Shrink	Weaken
20	Wind	Temperature	Translate	Webcasting

gains a Legacy of *Strength* loses points from the Intelligence score.

In addition to the ability loss, the character receives another detrimental effect, related to the Legacy acquired. In most cases, this is a physical deformation. For example, characters with a Legacy of *Armor* might grow ugly and uncomfortable scales over their skin.

An individual who suffers ability loss and physical change is referred to as an Afflicted.

Side Effect: Coloring Change

People living in the cursed lands gradually acquire a red tint to their skin and hair. For humans and humanoids, this reddening begins well before adulthood in the Savage Baronies, approximately at adulthood in other lands. The reptilian races, tortles and lizard kin, first manifest redness around the edges of their scales, or in web-like lines through their skin or shells. Furred races like rakasta and lupins gain a red tint to the ends of their hair strands. The winged races—ee'aar and enduks—redden first at the tips of their feathers.

In all cases, the coloring spreads, and will eventually cause the character's whole body to appear red, if the character lives long enough. After the initial reddening described above, hair usually colors next, with that on the head acquiring a deep red tint after some time. The exact rate varies, though the rate of spread is rather slow for ee'aar, enduks, gurrash, and caymas; it might take several years for a character of one of these races to acquire red skin, scales, or fur, and they might never get red hair. People of Herath, Renardy, Bellayne, and Shazak, and tortles, redden slightly quicker, but never acquire a complete reddish cast. Thus, it might take two to five years for a lupin's coat to turn red, but the color would be limited to the tips of individual strands. Similarly, a tortle's shell might change in the same period, but leave large patches of green or brown shell. In Eusdrians, the skin tone changes little, and tends toward pink rather than deep red, but a Eusdrian's hair turns a fiery crimson rather quickly, usually over the course of a few months. Wallaras never show any sign of coloring at all.

The people of the Savage Baronies start coloring early, and the process continues rather rapidly. Eventually they acquire a deep, reddish tone to their skin, while their hair often appears to be the dark, blackish-red color of dried blood.

The acquisition of Legacies accelerates this reddening process. A person colors relatively quickly (given race and origin) when a Legacy becomes enabled, often serving as a clue that the person has gained the power. In addition, an individual who has acquired a Legacy receives an additional side effect: They begin radiating a slight magical aura. A magical aura is also acquired by a person who gains the detrimental effects of the curse but does not gain a Legacy (as with ee'aar, enduks, aranea, and wallaras). The basic effect of this magical aura is that it befuddles most detection spells (as detailed in Chapter 6). The more Legacies a character (that is, an Inheritor) gains, the greater the aura.

Characters not native to the cursed lands begin the reddening process when they acquire a Legacy, which gives them a clue as to what is happening to them. Non-natives never color completely, even if they manage to become Inheritors with several Legacies.

The exact amount of coloring a character endures is left to the DM and the player. This should be something of a role-playing choice, influenced by the character's origin and how the player wants the character to look.

Manifestation of Effects

The following text describes the Red Curse's effects on a person not protected by cinnabryl.

For natives, the reddening of skin and hair is typically the first thing to manifest, starting well before the character reaches adulthood, particularly in the Savage Baronies. For all characters, the base starting age (given in Chapter 2 of the *PHB* or in Chapter 1 of this book) can be considered the approximate age of adulthood (most races mature slightly sooner than that).

Most people gain a Legacy when they reach maturity; some develop earlier, while a few gain the power later. Despite what any sage or church might claim about fate, a person's Legacy is essentially random, though related people tend to have related Legacies, and some Legacies are more common in certain regions. In some very small villages, virtually all people have the same Legacy. If the DM knows a character's parentage, and the Legacies of the character's relatives and neighbors, these should influence the choice of the character's initial Legacy. Otherwise, the player should roll 1d20 and consult Table 3.1 and the map of Legacy regions. The map shows numbered regions; the table identifies Legacies by those same numbers. Note that some areas belong to regions some distance apart. In the column numbered for the region in which the character resides, find the Legacy on the same line as the number rolled on 1d20.

People who travel into a cursed area after reaching maturity also gain a Legacy, unless they belong to a race that does not acquire initial Legacies (aranea for PCs, ee'aar, enduks, and wallaras for NPCs). Non-natives are completely unaffected for a number of days equal to their Constitution score; one day later, the Legacy manifests. As with native characters, the player of a non-native should roll 1d20 and consult Table 3.1 to determine which Legacy is acquired.

The first indications of the manifestation of a Legacy (in both natives and non-natives) are increased reddening of the person's skin or hair, plus a tingling in the extremities and a subdued sense of euphoria and power. This "Time of Grace" lasts for about a week (1d4+5 days), during which time the person can activate the Legacy once per day. Natives are well acquainted with the symptoms, and know that Legacies are activated by force of will. They immediately seek to obtain cinnabryl (see the following section). A non-native will not automatically understand what is happening, and might need to consult a local. Still, the Legacy might be activated in times of stress, if the DM deems it appropriate. For example, a non-native character whose Legacy has manifested might unconsciously activate it when threatened by a monster. This would certainly be a clue that something has happened to the character.

After the Time of Grace, the Legacy becomes fully enabled, and the user can activate it the standard three times per day. This coincides with the beginning of the "Time of Loss," which lasts for 2d4 days. Each day, the person loses one point from the ability listed for the Legacy acquired. If any ability score other than Charisma drops to a score of 0 or below as a result, the character dies. A Charisma of 0 or less simply means that deformation has rendered the character extremely ugly.

After the Time of Loss, there begins the "Time of Change." It is during this period that the physical detriments of the curse manifest. In most cases, the body of the affected individual begins to change in some way. As with the ability loss, this physical change depends on the exact Legacy gained, and is detailed with the description of the Legacy. The Time of Change lasts about a week (1d6+4 days), during which time the body of the affected person transforms slowly. If the person has a Legacy that does not cause a physical transformation, the other detriment(s) begin to slowly occur over the period of time rolled.

Those races who do not gain an initial Legacy still go through the process of reddening, and all the rest of the process (Time of Grace, Time of Loss, and Time of Change). As indicated, they do not actually gain a Legacy. However, the DM does determine which Legacy the person would have gained; this dictates the ability affected during the Time of Loss, and the physical transformation that takes place during the Time of Change.

Those individuals who have suffered ability loss and physical transformation are referred to as the "Afflicted." Afflicted are considered hideous mutations; they are hunted and destroyed by some people, though their friends might try to obtain cinnabryl to reverse the effects.

Protection: Cinnabryl

When a person's Legacy first manifests, the individual has a few days to obtain a cinnabryl amulet to hold off the detrimental effects. The amulet should remain in contact with the person, which means either touching the skin or separated from it by no more than a thin layer of cloth.

People who do not obtain cinnabryl deteriorate slowly, as detailed in the previous text. If they begin wearing cinnabryl during the Time of Grace, they lose only one point from the designated ability score, shortening the Time of Loss to one day, but this ability loss is permanent. An individual wearing cinnabryl from the beginning does not go through the Time of Change.

Cinnabryl can also counteract detrimental effects that have already occurred, provided not too much time has passed. If a person begins wearing cinnabryl after the first day of the Time of Loss, the loss of ability score points is halted. The process of loss is reversed, and the character regains ability score points, until only 1 point below the original score.

Regardless of when a character begins wearing cinnabryl, 1 point is always permanently lost from the ability score. The loss of that point is not reversed by cinnabryl.

If an individual begins wearing cinnabryl during the Time of Change, the progress of the transformation halts immediately. Regardless of how long the character has been changing, the time required to reverse the change is 1d6+4 days. The transformation is slow and rather painful.

If the character stops wearing cinnabryl for a time, the detrimental effects of the curse can occur again. A new Time of Grace begins, lasting only one day, after which the Time of Loss and the Time of Change begin, occurring *simultaneously*. At such a time, the affected person loses the full 8 points from the designated ability score, a process that requires eight days. The transformation requires the same amount of time, and is quite painful. As with the standard Time of Loss, a character can die (or become exceptionally ugly) because of ability score loss. During this combined Time of Loss and Change, the process can be stopped if the character begins wearing cinnabryl. As with the other times when cinnabryl is worn, the process of loss and change stop immediately. However, after this discontinuation follows a period of stasis; the character remains at the ability score as adjusted, and in the state of transformation reached, for a period of 2d4 days. After this, reversal begins. The ability score returns at a rate of 1 point per day, again until the character's ability is 1 point below the original score. The reversal of the transformation takes longer, 2d4+6 days.

If the processes of loss and change are ever completed, the person is considered fully Afflicted, and special measures must be taken for restoration. See the following section on "Recovery from Affliction."

Everyone with any intelligence considers it important to wear cinnabryl from the moment the effects of the Red Curse are first detected. Naturally, this makes cinnabryl a valued commodity. Note that most people wear an amulet of cinnabryl, simply a neck pendant (or other piece of jewelry) designed to place cinnabryl near the skin. Inheritors wear cinnabryl talismans, amulets designed to hold a vial for production of crimson essence.

Someone who has been affected by the Red Curse, acquiring a Legacy and suffering the loss of an ability point, but using cinnabryl to hold off further change, is considered "Tainted" or "Balanced." The former term is used mostly by the common folk, the latter by Inheritors.

Depletion of Cinnabryl

Whenever cinnabryl is worn next to the skin, its magical properties become depleted. One ounce of the material will deplete in a week (seven days). So if an amulet weighing eight ounces is worn, for instance, its power drains in eight weeks. It is the amount worn that is important, rather than the number of items worn/ A character wearing two bracelets of cinnabryl, each weighing eight ounces, is protected for 16 weeks. Both items are depleted equally, so

if a person removes the bracelets after wearing them together for eight weeks, each would be good for four weeks alone. If this seems complicated mathematically, well, it does to the people of the Savage Coast as well. Since the depletion rate of cinnabryl is so vital to the people, they tend to wear one item at a time, usually an eight ounce item that has been tested and is guaranteed for eight weeks, or a one-pound item guaranteed for 16 weeks.

Note that the weights mentioned here are for cinnabryl that has not been depleted. As mentioned previously, the substance's weight decreases as its power diminishes. The actual weight of cinnabryl, compared with its mass, indicates how long the cinnabryl item will last. This testing of a cinnabryl item can be performed by jewelers, alchemists, smiths, and some merchants and traders. A player character can learn to test cinnabryl without the expenditure of a proficiency slot, but scales and a marked container for water are required, as is knowledge of the simple equation for the test. Only a truly nasty person would mislead another as to the time a cinnabryl amulet can be expected to last. But such a thing *has* been known to occur.

Note that detonation of smokepowder can increase the depletion rate of cinnabryl. Fortunately for most people, this affects only cinnabryl worn by Inheritors, due to the odd interaction between the magical substances and the Inheritors' bodies, which have been imbued with the magic of multiple Legacies. A smokepowder explosion within two feet of an Inheritor causes the instant depletion of a week's worth of cinnabryl. The amount of smokepowder that explodes does not matter, as long as it is at least enough to propel a bullet from a wheellock pistol (about one ounce).

If the character is not carrying at least a week's worth of cinnabryl, the amount carried is instantly depleted, and any time left over is applied to the Time of Loss and Change (as detailed previously under "Manifestation of Effects") as if the character had stopped wearing cinnabryl. Thus, an Inheritor caught by a smokepowder explosion while wearing less than an ounce of cinnabryl will experience perhaps several days' worth of the Time of Loss and Change, all in a few seconds. Because of this, and the pronounced effects of cinnabryl deprivation, Inheritors try not to allow themselves to be caught wearing less than an ounce of of the metal.

Recovery from Affliction

Some people become fully afflicted, either from never wearing cinnabryl, or from ceasing to wear that magical metal. To become fully afflicted, an individual must complete both the loss and the change. After this occurs, reversing the detrimental effects of the Red Curse becomes very difficult. Though the *remove curse* spell normally has little effect on the Red Curse (see Chapter 6), it is vital in helping an Afflicted recover. The Afflicted must be the recipient of a *remove curse* spell, but the spell does nothing except to make it possible for cinnabryl to be used to reverse the condition. The Afflicted must begin wearing cinnabryl immediately after the *remove curse* is cast.

During the first week thereafter, nothing happens (except that the cinnabryl depletes at the normal rate). But at the end of that week, the Afflicted recovers 1 point lost from an ability score. The character continues to recover lost points, at a rate of 1 point every third day after the first point is recovered.

Once the ability scores have returned to normal (that is, one point below what they were when the character was originally created), the Afflicted must receive another *remove curse* spell. This causes the character's physical transformation (or other detrimental effect) to begin reversing itself. The character must make a system shock roll. If this roll is failed, the character can never recover any further, and must permanently suffer the effects of the physical change. But if the roll is successful, the individual's transformation reverses in a process taking 2d4 weeks. The reversal process is very painful, and actually causes damage to the character, at a rate of 1d4 hit points per day. Thus, the recovering character will probably require a few healing spells during this period. Natural healing occurs at the normal rate, and the healing proficiency helps as is standard.

A Cure?

As discussed, cinnabryl can protect people from the worst effects of the Red Curse, and can even reverse some of these effects. However, there is no complete cure for the Red Curse, only prevention and continuing treatment. It is possible to come closer to a cure if the character leaves the cursed lands.

Leaving the Area

It is dangerous for a character to leave the Savage Coast after being affected by the Red Curse. Once a person leaves the cursed lands, nothing unusual happens for a number of days equal to the character's Constitution. But at the end of this period, the character suffers the loss of any and all Legacies. When this occurs, the Legacy (or Legacy) activates automatically. Each use of a Legacy has its maximum effect and duration. After one finishes, the next begins, until the character has used each of his or her Legacies the maximum number of times allowed. In this fashion, the Legacies "burn out" of the character's system.

After all the Legacies have run their course, the character must make a successful system shock roll. If this roll is successful, nothing else happens, but if it fails, the character loses all but 1 hit point and immediately falls unconscious for 1d4 hours. No healing magic less powerful than a *heal* spell can help the character during this time.

An Afflicted who leaves the cursed lands regains lost ability points at the rate of 1 point per day (though the initial point lost is still not regained). If the character has undergone physical transformation, this condition is not reversed. However, when the character is outside the cursed area, a *remove curse* spell cast by a 9th-level priest or a 10th-level wizard can restore the individual's body to its natural state. If the detriment was something other than a physical transformation, the effect ceases when the Legacy is lost. The red tint the character acquired while in the lands of the Savage Coast gradually declines over the course of the next year, leaving the character's hair and skin their original colors.

Any character who wears cinnabryl after leaving the cursed lands suffers the loss of 1 point of Constitution per day. This condition is often referred to as the "red blight." It continues until all Constitution hasbeen lost (at which point the character dies), until the cinnabryl depletes completely, or until the individual stops wearing the cinnabryl.

If characters such as this ever go back to the Savage Coast, they are considered non-native persons entering the region for the first time, in regard to the time until the Red Curse takes effect again. Legacies possessed before are not automatically regained. If a character remains in the lands long enough to gain a Legacy, there is a 50% chance that it will be the same Legacy as was initially possessed, and a 50% chance that it will be something else entirely. In either case, the manifestation of symptoms follows the usual course, including the permanent loss of another point from an ability score.

The Legacies

As mentioned, the sole beneficial effect of the Red Curse is to grant a magical power, a Legacy, to nearly every intelligent living being that enters the cursed area. These powers are much like wizard or priest spells, and draw on the same energies as a wizard's magic. The only PC race whose members do not gain Legacies automatically are aranea. Yazi goblinoids are also assumed to suffer all the effects of the Red Curse. Some tribes consist only of Afflicted, while others are able to obtain cinnabryl to protect themselves.

Members of any PC race can choose to become an Inheritor, pursuing a life path that will grant them more Legacies. For a full description of the Inheritors, see Chapter 2. Some clarifications regarding rules are provided there.

Inheritors: Multiple Legacies

For most people, gaining [illegible] single Legacy and acquiring cinnabryl for protection is the end of the process. Inheritors, however, study the Legacies, and learn to channel more magical energy, gaining multiple Legacies.

An Inheritor's initial Legacy is gained in the same manner as that acquired by anyone else. As with most abilities, the extra Legacies are gained according to character level. Inheritors acquire a second Legacy when they are initiated at 1st level. They use crimson essence to gain an additional Legacy every third level thereafter. Just as a wizard must achieve 3rd level in order to cast 2nd-level spells, so must the Inheritor reach 3rd level before gaining another Legacy; it is a matter of learning to control the energies. As explained in Chapter 6, crimson essence normally grants a Legacy only temporarily, but the Inheritor learns to focus the magic of the potion.

Whenever the Inheritor drinks crimson essence to gain a new Legacy (that is, for all Legacies beyond the initial one), that Legacy is fully enabled immediately. At the same time, the Inheritor loses the 1 point from the designated ability score. This assumes that the character is wearing cinnabryl when crimson essence is consumed. If this is not the case, the character will go through the remainder of the Time of Loss, as well as the Time of Change, as normal. At the same time, however, the Inheritor will suffer from the effects of cinnabryl deprivation because of previously gained Legacies.

For Inheritors, wearing cinnabryl is a must, because the detrimental effects of the curse are cumulative for each Legacy. Note that when an Inheritor suffers cinnabryl deprivation, the loss of ability scores occurs simultaneously. If the character has Legacies that cause a loss of different abilities, 1 point is lost from each ability each day. If the Inheritor has two Legacies that cause a loss from the same ability score, the character loses 2 points per day. Likewise, all physical changes occur concurrently.

However, during a recovery period, each physical transformation is considered separately; thus, one must be reversed before another can start. Similarly, the character recovers only 1 ability point per day (or three days), not 1 point per ability per day. Therefore, a character who has lost 4 points from Intelligence, and 7 from Constitution, recovers either Intelligence or Constitution each day until all points are regained at the end of 11 days.

Because of their extreme sensitivity to cinnabryl deprivation, Inheritors are particularly careful to maintain their supplies of the metal. They have even developed special societies, the Inheritor Orders, to control the flow of cinnabryl.

When subsequent Legacies are gained, the Inheritor has some freedom of choice as to which are acquired. Each Legacy is related to certain others; for instance, the *Burn* Legacy is related to *Chill* Legacy. The Inheritor can choose to roll a Legacy randomly, according to the region inhabited at the time, or can choose a related Legacy. For example, someone with the *Burn* Legacy could roll randomly, or could choose to gain the *Chill* Legacy. The character can choose a Legacy related to any of those already possessed. Related Legacies are listed in Table 3.2.

At the DM's option, the character could also choose to increase a Legacy already possessed. This would do one of the following: 1) increase the duration of each of the

Inheritor's uses of the Legacy; 2) increase the damage inflicted by each use; or 3) double the number of times the character can use the Legacy each day. But remember that choosing the same Legacy twice is allowed only if the DM agrees.

Using Legacies

For the most part, the use of a Legacy is automatic; the character wills it to happen, and it does. The character never has to make an ability check to use the Legacy, nor is any expenditure of points required. There are limits, however. A Legacy can be used only three times each day, and the exact effects, such as duration or damage, are often based on the character's level. Note that the caster of a Legacy can end its effects before the duration expires, if desired. The character can activate up to one Legacy per round. In regard to initiative, all Legacies are treated as if they were spells with a casting time of 1. Their use can be disrupted, as per spell disruption, only if a character is hit in exactly the same initiative segment as he or she attempts to activate a Legacy.

Most Legacies cause no change in the user's body, but a few require temporary changes. For example, to use *Amber Paralysis*, the character need simply concentrate. But using *Entangle* requires that the user's hair or fingers grow and move to entangle an enemy.

The Afflicted suffer the physical effects of their Legacies all the time. However, this does not enable them to use the ability all the time. For example, an Afflicted might grow wings as a result of acquiring the *Fly* Legacy. Most of the time, the wings would just get in the way and be a hindrance. Three times per day, however, the character could activate the Legacy and use the wings to *Fly*. Likewise, a character with *Entangle* might always have tentacle-like fingers, but would be able to use them to *Entangle* only three times each day.

Most Legacies do not allow their victims a saving throw, because an attack roll or some other check is required on the part of the user. If there is a saving throw against the effects of a Legacy, it is mentioned in the power's description.

Magic and the Legacies

For the most part, Legacies are treated exactly like spells. The *detect magic* and *dispel magic* spells react with Legacies as if they were spells (refer to Chapter 6 for details). The *remove curse* spell has no special effect on individual Legacies. Since Legacies are like spells, their effects and restrictions are quite similar. For instance, elves are 90% immune to the *sleep* spell, so they are 90% immune to the *Sleep* Legacy. The descriptions below note occasions when Legacies are treated differently from spells. If there is no such note, it is safe to assume that the Legacy acts like similar spells.

Legacies in the Campaign

These powers could throw off the balance of a campaign, especially if characters with Legacies are exported to campaigns outside the region. Steps have been taken to keep the Legacies within the RED STEEL campaign, as noted previously under "Leaving the Area."

But even in the campaign that takes place solely on the Savage Coast, there can be problems. Fortunately, the area has many balancing factors (firearms, Beast Riders, special racial abilities, and so forth), but the Legacies could still prove disruptive. The DM must keep in mind the power of Legacies and compensate for them when necessary.

This is not to say, of course, that the DM should make the Legacies useless in adventures. If a certain character has the Legacy *Sight*, which allows detection of invisible beings, the DM might be tempted not to use invisible people or items. But this would be overcompensation. Naturally, players want to use any interesting powers and abilities their characters possess, and they will feel cheated in situations that make those abilities useless. Instead of eliminating invisible foes in order to balance the power of the *Sight* Legacy, then, the DM should use them wisely. Providing an opponent that only one person can actually see, for instance, might put the character with *Sight* in a leadership position, directing others to attack, or might make other characters assume that anyone who sees "invisible beings" must be insane. Also, keep in mind that most of the character's opponents would not know the character's Legacy, so would have no reason to avoid using invisibility. Once they do find out, they will likely target the character who can see them. It is perfectly reasonable to allow monsters to use Legacies as well, providing the occasional fire-breathing centipede or flying owlbear for variety.

Characters with Legacies are common in the cursed lands. They draw very little attention in the Savage Baronies, slightly more in other areas. The Afflicted are also relatively common, especially among the poor of the land. There are villages and enclaves of Afflicted in Renardy and the Savage Baronies, though they seldom gather together in other nations. Most of the Tainted (or Balanced) are adventurers, nobility, or wealthy. This inspires many people to become adventurers and seek wealth, so the Red Curse is largely responsible for the Savage Coast's high incidence of

Table 3.2: Legacy Reference List

Legacy (Region/Abil.)	Related Legacies
Acid Touch (4/Cha)	Gas Breath, Poison, Weapon Hand
Aid (1/Int)	Anti-Poison, Fight, Regenerate
All-Around Vis. (3/Str)	Clairvoyance, Reflect, Silence
Amber Paral. (1/Dex)	Animate, Armor, Chill
Animal Form (2/Cha)	Grow, Plant Form, Webcasting
Animate (4/Wis)	Amber Paral. Separation, Stone Shape
Anti-Missile (3/Wis)	Fly, Projectile, Shoot
Anti-Poison (2/Cha)	Aid, Cure, Poison
Armor (1/Cha)	Amber Paral. Spell Shield, Weap.Hand
Ball of Fire (3/Str)	Burn, Create Liquid, Spell Shield
Bite (2/Int)	Poison, Weapon Hand, Webcasting
Blend (4/Con)	Disguise, Phase, Silence
Breathe Water (2/Con)	Create Liquid, Sight, Swim
Burn (1/Str)	Ball of Fire, Chill, Shock
Charm (1/Con)	Hypnosis, Luck, Translate
Chill (2/Con)	Amber Paralysis, Burn, Temperature
Clairvoyance (4/Dex)	All-Around Vision, Disguise, Find
Climb (4/Wis)	Entangle, Find, Leap
Craft Item (3/Con)	Disintegrate, Proficiency, Red Steel
Create Liquid (1/Str)	Ball of Fire, Breathe Water, Wind
Crimson Fire (2/Str)	Light, Missile, Red Shield
Cure (3/Dex)	Anti-Poison, Disintegrate, Regenerate
Detonate (1/Wis)	Digging, Displace, Spikes
Dexterity (4/Wis)	Disguise, Strength, Unlock
Digging (2/Int)	Detonate, Shape Stone, Swim
Disguise (4/Wis)	Blend, Clairvoyance, Dexterity
Disintegrate (3/Con)	Craft Item, Cure, Phase
Displace (3/Int)	Detonate, Duplicate, Separation
Disrupt (2/Dex)	Regenerate, War Cry, Weaken
Duplicate (4/Str)	Displace, Phantasm, Plant Form
Entangle (2/Int)	Climb, Spikes, Weaken
Farsight (2/Str)	Fly, Luck, Sight
Feel Magic (4/Str)	Find, Phase, Red Steel
Fight (1/Int)	Aid, Shoot, War Cry
Find (3/Dex)	Clairvoyance, Climb, Feel Magic
Float (3/Dex)	Fog, Webcasting, Wind
Fly (2/Wis)	Anti-Missile, Farsight, Missile
Fog (3/Con)	Float, Gaseous Form, Temperature
Gas Breath (3/Cha)	Acid Touch, Gaseous Form, Sleep
Gas. Form (3/Con)	Fog, Gas Breath, Wind
Grow (1/Cha)	Animal Form, Shrink, Spell Shield
Hypnosis (3/Dex)	Charm, Phantasm, Sleep
Leap (3/Int)	Climb, Luck, Speed
Light (1/Dex)	Crimson Fire, Phantasm, Temperature
Luck (1/Any)	Charm, Farsight, Leap
Meld (2/Cha)	Separation, Shape Stone, Shrink
Missile (4/Con)	Crimson Fire, Fly, Reflect
Phantasm (4/Con)	Duplicate, Hypnosis, Light
Phase (3/Int)	Blend, Disintegrate, Feel Magic
Plant Form (2/Dex)	Animal Form, Duplicate, Shrink
Poison (4/Cha)	Acid Touch, Anti-Poison, Bite
Proficiency (1/Any)	Craft Item, Senses, Unlock
Projectile (1/Wis)	Anti-Missile, Shoot, Spikes
Red Shield (2/Con)	Crimson Fire, Red Steel, Shock
Red Steel (4/Dex)	Craft Item, Feel Magic, Red Shield
Reflect (4/Int)	All-Around Vis. Missile, Repel Metal
Regenerate (4/Cha)	Aid, Cure, Disrupt
Repel Metal (2/Int)	Reflect, Shock, Unlock
Senses (1/Str)	Proficiency, Sight, Translate
Separation (3/Cha)	Animate, Displace, Meld
Shape Stone (2/Wis)	Animate, Digging, Meld
Shock (3/Str)	Burn, Red Shield, Repel Metal
Shoot (3/Wis)	Anti-Missile, Fight, Projectile
Shrink (3/Cha)	Grow, Meld, Plant Form
Sight (1/Con)	Breathe Water, Farsight, Senses
Silence (4/Int)	All-Around Vision, Blend, Sleep
Sleep (2/Cha)	Gas Breath, Hypnosis, Silence
Speed (1/Wis)	Leap, Strength, Swim
Spell Shield (4/Str)	Armor, Ball of Fire, Grow
Spikes (2/Cha)	Detonate, Entangle, Projectile
Strength (2/Int)	Dexterity, Speed, Weaken
Swim (1/Int)	Breathe Water, Digging, Speed
Temperature (2/Dex)	Chill, Fog, Light
Translate (3/Str)	Charm, Senses, War Cry
Unlock (4/Wis)	Dexterity, Proficiency, Repel Metal
War Cry (1/Wis)	Disrupt, Fight, Translate
Weaken (4/Con)	Disrupt, Entangle, Strength
Weapon Hand (1/Int)	Acid Touch, Armor, Bite
Webcasting (4/Str)	Animal Form, Bite, Float
Wind (1/Con)	Create Liquid, Float, Gaseous Form

adventuring parties.

Individuals with Legacies are treated like normal people, because in the cursed lands, they *are* the normal people. Afflicted are generally shunned, though people with light afflictions (minimal attribute loss and minor physical changes) may be treated well.

Outside the cursed lands, the Tainted and the Afflicted are viewed with some caution, because they are rather obviously people with power and odd traits. Still, the lands neighboring the Savage Coast are getting rather used to travelers from the cursed areas and are learning how to handle them. Most still find the Afflicted to be rather hideous, and tend to shun or kill them.

Note that people with spiderlike deformations are often met with fear or pity. They are felt to be especially cursed, because they remind people of the aranea, who are sort of universal "bogeymen" along the Savage Coast.

Legacy Descriptions

Following are a list of the 80 Legacies and the details on each of them. The DM should feel free to add other Legacies of similar power to these. However, before creating new Legacies, give some thought to what the new powers do. Each Legacy gives its user some kind of an advantage. The DM should strive to avoid new Legacies that closely duplicate existing ones.

Each description contains several components. First, the ability score affected with acquisition of the Legacy is noted (this is also abbreviated in the reference list, Table 3.2). Note that even if the character uses cinnabryl, 1 point is lost permanently. If the character does not use cinnabryl, or runs out, as many as 8 points can be lost (though all but 1 point can be regained later). If the ability score is listed as "Player's Choice," the player can choose a single ability to be affected by acquisition of the Legacy; this choice cannot be changed later.

Following the affected ability score is a description of the effects of the Legacy, including duration or damage, and area of effect and range. Most of these are based on the character's level. Hit Dice can be used in place of level, and a being is always considered to be at least 1st-level, even if it has only 1 hit point or 1/2 Hit Die. Remember that each Legacy can be used three times each day. In Legacy descriptions, "caster" is used to describe someone who has and uses a Legacy.

Finally, the Legacy's detriment is listed. In most cases, this is a physical transformation that occurs in a person who does not use cinnabryl. Some Legacies have more than one possible detrimental effect, and there are slight variations even in those with only a single effect. The DM is encouraged to be creative with these changes, as long as they make some amount of sense with the Legacy given. Keep in mind that a detriment does not grant use of the Legacy all the time. For instance, a person with the *Breath Water* Legacy, who grows gills as a result, can use them to breathe water only three times per day. The rest of the time, the physical change is simply an odd deformation (armored skin remains soft and pliable except when activated, spikes are malleable, tentacles have no strength, etc.).

Other than causing an individual to appear strange, the change should not cause too much of a hindrance, unless otherwise specified. For example, the *Fly* Legacy can cause its user to grow wings. Though these are somewhat clumsy and get in the way, they should not have any real game effect. There is one exception to this guideline: Since most of the changes are rather hideous, the DM is free to assess a Charisma penalty for someone who has changed.

Acid Touch

Ability Score: Charisma

Description: The character produces acid from the hands or mouth (caster's choice, but once chosen, the source of the acid cannot be changed). The acid does no harm to the caster, but causes damage to an opponent if the caster makes a successful attack roll. The attack must take place within a number of rounds equal to the caster's level, or the acid becomes inactive.

The amount of damage is 1d4 plus 1 hit point per level of the caster. The acid affects plants and animal flesh only, whether that material is living or dead. It does not affect metal or stone. Thus, an attack that does not cause damage to an opponent might adversely affect that opponent's clothing.

Detriment: The character constantly secretes a brownish, slightly acidic liquid, from the hands, or drools it from the mouth. The secretion slowly dissolves any plant or animal material that it contacts (such as a cotton tabard or leather gloves). It also causes an inflammation where it touches the caster's flesh. Unless the use activates the Legacy, the acid is too weak for use as an attack.

Aid

Ability Score: Intelligence

Description: The caster can bestow a bonus of a number of hit points equal to his or her level. The bonus can be given to the caster, or to another character, and must be given by touch. It enables the recipient to have more hit points than his or her normal full total. The bonus hit points are lost first if the recipient takes damage, and cannot be regained with curative magic. They last up to a number of rounds equal to the caster's level.

Detriment: The character sprouts small, rounded lumps, about an inch in diameter, usually on the face and hands. The more hit points the character can bestow, the more bumps appear.

All-Around Vision

Ability Score: Strength

Description: With activation, the character sprouts an extra eye at each temple, and two in the back of the head. These last a number of rounds equal to the character's level. These eyes do not have sharp vision, but can detect movement and distance. Thus, they cannot be used to search or examine something, but could be used to detect an opponent. *All-Around Vision* helps a character notice backstabs, and allows the individual to apply any Dexterity bonus to rear Armor Class, assuming conditions allow movement.

The eyes' vision can be blocked in normal ways. If a character normally has infravision, so do the extra eyes. Other sight-related spells and Legacies can operate through the additional eyes.

Detriment: The character sprouts extra eyes, two at the temples, two in the back of the head, or all four. On occasion, eyes appear in other places, such as the chest, arms, and hands. All these eyes are useless, transmitting no sights to the caster. They tend to move about on their own, as if glancing around.

Amber Paralysis

Ability Score: Dexterity

Description: The character can paralyze one individual for a number of rounds equal to twice the caster's level. The recipient must be within 10 yards of the caster. The target is allowed to make a saving throw against paralysis to avoid the effects, but the saving throw is penalized by –1 per each three levels of the caster (-1 for 1st-3rd level, –2 for 4th-6th, etc.). If the saving throw fails, the opponent is encased within a hard, red, amberlike shell about a quarter of an inch thick. The opponent's possessions are encased as well.

The victim is held completely immobile for the duration. All bodily functions cease, without harm to the victim. The shell cannot be penetrated by gas or liquid, and has AC 0 against attacks. But missiles from the *magic missile* spell or the *Missile* Legacy can penetrate the shell, and a *disintegrate* spell dissolves it—and probably the person inside as well The *Disintegrate* Legacy can dissolve portions of the shell. *Amber Paralysis* can be used beneficially, to protect someone from physical attack, or to keep the recipient from bleeding or breathing poisonous gas. Successful attacks made on the paralyzed individual cause normal damage.

Detriment: The caster is encased in a paper-thin, slightly glistening, red shell. The shell provides no protection, and does not hinder movement or breathing. It does cover the caster's eyes, causing the world to appear red. It also covers the caster's mouth, so that a hole must be made for eating. The caster's voice is muffled when there is no hole, but sufficient air passes through the shell for the character to breathe. The caster's hearing is also impaired. Any holes made in the shell regenerate in a matter of minutes (typically 1d4 rounds).

Animal Form

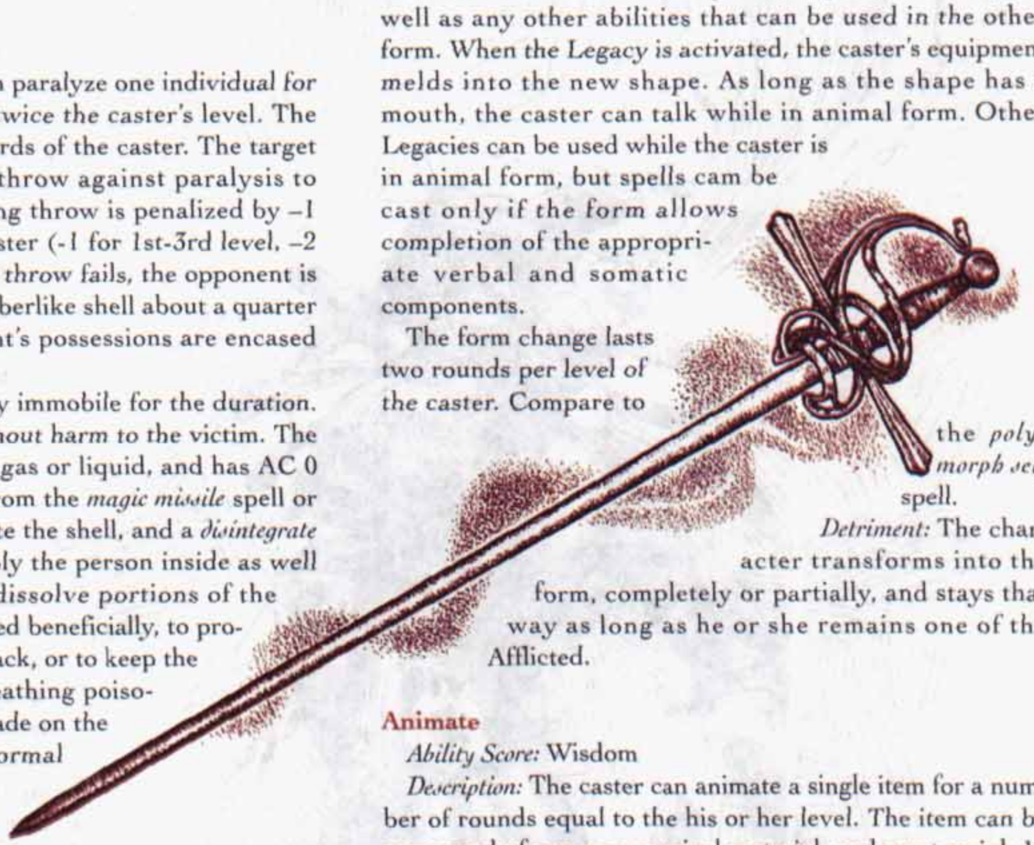
Ability Score: Charisma

Description: The caster can assume the form of one living animal of approximately the same mass as him- or herself. This form can be that of a normal animal, a smaller form of a huge animal, or a larger form of a tiny animal. The animal can have any characteristics the caster wishes. For example, a caster might choose the form of a wolf with a ragged left ear, so he or she can be identified by companions. Alternately, the caster could choose the form of a 200-pound mouse with hands for spellcasting, or the form of a monster, if desired.

Whatever form the caster chooses when the Legacy is first gained, that is the only shape available from then on. The caster gains the creature's mode of locomotion and breathing, but not any other abilities (attack, magic, special movement, etc.). No system shock roll is required, and the caster retains his or her personality and mentality, as well as any other abilities that can be used in the other form. When the Legacy is activated, the caster's equipment melds into the new shape. As long as the shape has a mouth, the caster can talk while in animal form. Other Legacies can be used while the caster is in animal form, but spells cam be cast only if the form allows completion of the appropriate verbal and somatic components.

The form change lasts two rounds per level of the caster. Compare to the *polymorph self* spell.

Detriment: The character transforms into the form, completely or partially, and stays that way as long as he or she remains one of the Afflicted.



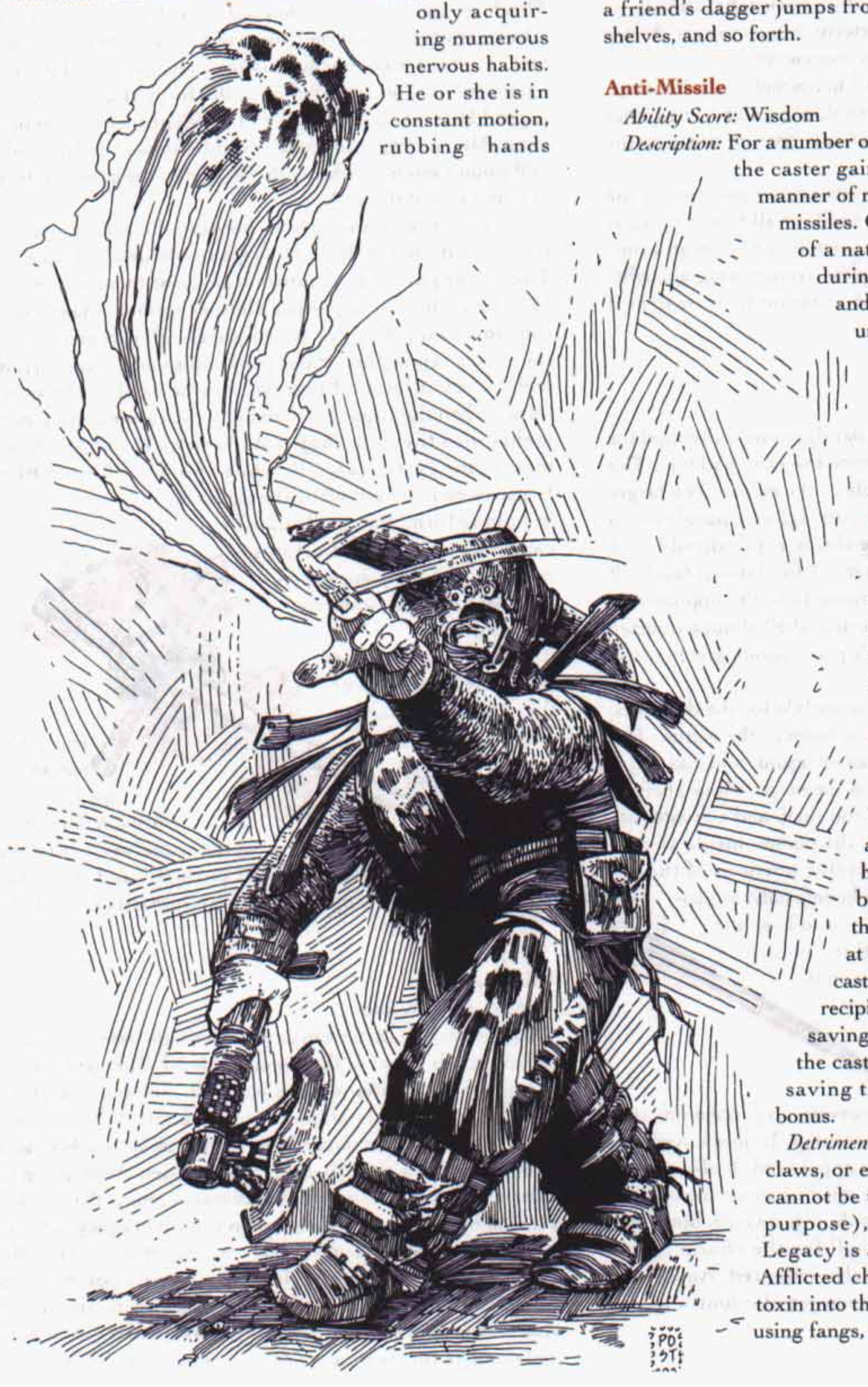
Animate

Ability Score: Wisdom

Description: The caster can animate a single item for a number of rounds equal to the his or her level. The item can be composed of any non-magical material, and must weigh 10 pounds or less. It is not possible to animate only part of a larger object. To be animated, the item must be touched, and it must remain within 10 yards of the caster. Attempting to animate an object in someone's possession grants that person a saving throw (against spells) to prevent the Legacy's effect.

The item moves as appropriate—a rug slithers, a jar rolls, an arrow flies, a sword might balance on its pommel and strike, etc. Movement rate for the object is 6, and it can attack once per round. If the item is a weapon, it causes normal damage for its type, with no bonuses for Strength or magic. Other objects cause 1d6 damage. Animated items have AC 5, and they can take damage equal to twice the caster's level before being rendered immobile.

Detriment: The character suffers little physical change, only acquiring numerous nervous habits. He or she is in constant motion, rubbing hands together, brushing dust from clothing, etc. The character's hair (or fur) seems to constantly move of its own accord. In addition, small items nearby often animate without prompting—pebbles roll around, the character's belt slithers away, a friend's dagger jumps from its sheath, objects fall from shelves, and so forth.



Anti-Missile

Ability Score: Wisdom

Description: For a number of rounds equal to his or her level, the caster gains partial immunity against all manner of non-magical hurled or projected missiles. Only attacks with an attack roll of a natural 20 can damage the caster during this time. Enchanted missiles and magical attacks are completely unaffected by this Legacy.

Detriment: The character grows some sort of body covering, which might resemble spikes, large scales, bark, rocks, wrinkled skin, writhing worms, or something else. This covering feels like normal flesh and provides no special protection unless the Legacy is activated. It is fairly thick and makes it necessary for the character to have special clothing and armor made.

Anti-Poison

Ability Score: Charisma

Description: The caster can bestow a saving throw bonus against poison attacks, to him- or herself or another character. The bonus is +1 for each three levels of the caster (+1 at 1st or 2nd level, +2 at 3rd or 4th, etc.). To bestow it, the caster must touch the recipient. If the recipient has already made and failed a saving throw before being touched by the caster, he or she is allowed a second saving throw instead, but without the bonus.

Detriment: The character grows fangs or claws, or even a barbed tail. Though these cannot be used for an attack (or any other purpose), they must be used when the Legacy is activated. With activation, an Afflicted character actually injects an antitoxin into the body of the poisoned character, using fangs, claws, or tail.

Armor

Ability Score: Charisma

Description: When this Legacy is activated, the caster's skin changes, changing to a deep red, and sometimes acquiring a light covering of scales or some other form of armor. This covering does not inhibit the character in any way, or get in the way of any clothing or armor worn. The caster gains a bonus to his or her Armor Class, equal to –1 per three levels, to a maximum –5 bonus to AC, and never exceeding AC –10 with other bonuses included. The *Armor* Legacy's effect is cumulative with normal and magical armor, including bracers, cloaks, and rings. It lasts for a number of rounds equal to the caster's level.

Detriment: An Afflicted character gains a thickened body covering of some kind. The covering appears to be scales, plates, bands, bark, stone, or almost anything else. It provides no protection unless the Legacy is activated, and alters the character enough so that clothing and armor must be specially made.

Ball of Fire

Ability Score: Strength

Description: The character can throw a small flaming ball at a single opponent. It forms in the caster's hand and grows to one foot in diameter when thrown. The caster must make a successful attack roll to hit an opponent, and the ball has the range of a thrown dagger. Even if the *Ball of Fire* does not hit an opponent directly, it might set fire to the target's clothing or hair. Its magical flame will set fire to any flammable materials with which it comes into contact. Damage caused by the ball is 1d4 per three levels (1d4 at 1st-3rd level, 2d4 at 4th-6th level, etc.) to a maximum of 5d4.

Detriment: The skin of the character is red and hot to the touch. He or she sweats constantly and must drink twice as much water as a normal member of the same race. In addition, the character's clothing smolders, and paper occasionally bursts into flame when the character holds it. The irises of the character's eyes usually turn red.

Bite

Ability Score: Intelligence

Description: When this Legacy is activated, the character grows fangs and can bite for 1d8 hit points of damage. An attack roll must be made to determine success.

Detriment: The character's teeth grow large, and the mouth becomes misshapen. Some characters grow long fangs or even tusks. The character's bite causes standard damage for a normal member of the same race, unless the Legacy is activated.

Blend

Ability Score: Constitution

Description: The caster's surface coloring (and that of any possessions worn or held) changes to more closely match the surroundings. This makes the character 20% undetectable by sight, plus an additional 5% per level of the caster, to a maximum of 95%. If the caster is a thief, this percentage can be added to the character's chance to hide in shadows, but the combined total can never give a better than 99% chance to hide in shadows.

The blending lasts for a number of rounds equal to the caster's level. If the character moves while using the Legacy, the blending continues, but the character receives a –10% penalty to the chance to remain hidden while moving.

Detriment: Some Afflicted with this Legacy automatically change to colors that contrast with their surroundings, making them stand out. The flesh of other Afflicted grows transparent, so that bones and sometimes internal organs become plainly visible. If a character's bones are all that do not turn transparent, they often turn some shade of red. This transparency in no way makes the character more difficult to see, unless the Legacy is activated.

Breathe Water

Ability Score: Constitution

Description: For a number of rounds equal to twice the caster's level, the caster can breathe water as if it were air. The Legacy does not enable the character to swim, nor does it enhance vision in any way.

Detriment: The character often grows gills, usually on the neck, sometimes on the upper torso, or even in a crest on the top of the head. For some Afflicted, the change is the growth of breathing tube, either from the nose or the top of the head, with a fringe of gills around it. The gills serve no purpose—and are not even attached to the character's respiratory system—unless the Legacy is activated.

Burn

Ability Score: Strength

Description: The caster can release a flame to burn an enemy. The caster must make a successful attack roll to cause damage directly to an enemy, but even a miss might set fire to clothing or other flammable materials. A 1st-level character has no range for the power, and must touch the target to be burned. The caster's range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet. The flame sets fire to any flammable materials it touches.

The flame can issue from the character's mouth or from a hand. Point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 hit point per level of the caster.

Detriment: The skin of the character is red and hot to the touch. He or she sweats constantly and must drink twice as much water as a normal member of the same race. In addition, the character releases small flames from his or her hands or mouth at random intervals. These flames set fire to anything flammable that they touch. Usually, the irises of such characters' eyes are red.

Charm

Ability Score: Constitution

Description: The caster can affect one opponent who has a number of Hit Dice lower than his or her own level. The target must be visible to the caster, and receives a saving throw against spells to avoid the effect of the Legacy. If this saving throw fails, the object of the *Charm* believes the caster to be a trusted friend and ally to be heeded and protected. Any adjustment due to Wisdom applies to the saving throw. If the target receives damage from the caster's group in the same round that *Charm* is used, an additional +1 per hit point of damage received is added to the victim's saving throw. The *Charm* effect lasts for a number of rounds equal to twice the caster's level. During this time, the target will act in a friendly fashion toward the caster.

Note that *Charm* is effective on monsters as well as people. However, the caster gains no special communications ability.

Detriment: An Afflicted with this Legacy grins constantly. The individual's mouth is changed to bare the character's teeth in a wide, somewhat maniacal grin. This affects the character's speech, making it difficult to use the lips to make sounds. This makes the "f" and "v" sounds particularly difficult to speak, and the sounds of "p" and "b" are almost impossible.

Chill

Ability Score: Constitution

Description: The caster can generate cold to affect an enemy. To cause damage, he or she must make a successful attack roll. A 1st-level character has no range for the power, and must touch the target to be affected. For each level after the first, the caster's range increases by one foot (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet.

The cold can issue from the character's mouth or from a hand. Point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 hit point per level of the caster.

Detriment: The skin of the Afflicted is cold to the touch. He or she feels cold and shivers almost all the time. Small patches of frost form in the character's hair (or fur) and on exposed skin. The irises of the character's eyes turn white, and the skin, fur, or other body covering pales.

Clairvoyance

Ability Score: Dexterity

Description: This Legacy allows the caster to see from a different location. The location must be within a number of feet equal to twice the caster's level, and the effect lasts for a number of rounds equal to the caster's level. The character can see from any point within the given range, but gains no other special vision powers through the use of this Legacy.

A character of 5th level or greater can also hear from the chosen location.

Detriment: The Afflicted's eyes change; they might grow to very large proportions, or the character might grow eyestalks. Alternately, he or she might grow an extra eye in the center of the forehead. While this eye is completely useless, it sometimes moves of its own accord as if looking around. Occasionally, the character sees visions of real events occurring anywhere from 100 yards to several miles away. These visions are very brief and almost never grant any advantage. Instead, they tend to be disorienting.

Climb

Ability Score: Wisdom

Description: This Legacy gives the caster a 95% chance to climb for a number of rounds equal to the caster's level.

Detriment: In some cases, the Afflicted's hands and feet become sticky, so that debris and small items stick to them. The stickiness is not enough to aid the character in climbing or anything else, except when the Legacy is activated. In some Afflicted, the arms or fingers change into ropelike tentacles. These can be used like the character's normal extremities, but when the Legacy is activated, they can be flung to attach to a high point on a wall or other obstacle, allowing the character to climb it. Sometimes a character's limbs become spindly, like those of a spider, and an individual's fingers each acquire an extra joint. Short, bristly hair may sprout from the character's body.

Craft Item

Ability Score: Constitution

Description: Using this Legacy, the character can craft a small item, using a nonweapon proficiency or other skill. The character must have the necessary skill (or gain it from the *Proficiency* Legacy). The needed materials are also required, and must be within 10 feet of the character when the Legacy is activated. If the materials are in the possession of another being, that individual can make a saving throw against spells to prevent them from being used.

The item's construction requires 1d4 rounds, during which time the materials form themselves into the final product. For example, if there is a sapling and some string nearby, and the character has the bowyer/fletcher skill, the caster can use the Legacy to make a bow. Similarly, if there is steel (or iron ore) nearby, and the character has weaponsmithing, the character can make a sword.

Note that only a single item can be made. The caster could create a group of arrows with a single use of the Legacy. If two or more skills are necessary to construct the desired item, the character must know them all. The caster can make only small items, so could not use the Legacy to build a house, even if he or she had the appropriate skill and the correct materials were available. Similarly, the character could make a breastplate, or a chain mail shirt, with one use of the skill, but not a full suit of armor.

Detriment: The character's hands twitch nervously, as if always constructing something. When the Legacy is not activated, all the character's nonweapon proficiency scores are penalized by –2. At random intervals, items handled or worn by the character fall apart: bowstrings break, swords fall apart, backpacks open, pottery cracks, etc.

Create Liquid

Ability Score: Strength

Description: The caster can create water, wine, or milk with this Legacy. The type of liquid is determined each time the Legacy is activated, and the material appears anywhere desired, within 10 feet of the caster, but not within the body of a living being. If no container is prepared for the liquid, it falls. The liquid is normal in all ways, and is the same temperature as the surroundings. Its taste is average, neither very good nor very bad.

Detriment: Liquids (sweat, sour milk, and bad wine) ooze constantly from the pores of the character, who also drools almost constantly.

Crimson Fire

Ability Score: Strength

Description: The caster can cause a dancing red light to outline creatures or objects. Targets need not be seen by the caster, but must be within 10 yards. The number of items affected is one per three levels of the caster (one at 1st-3rd level, two at 4th-6th, etc.) assuming items or people are of approximately human size. Only half as many large creatures or items can be outlined, while only a portion of bigger targets can be outlined, until the caster reaches higher levels. The DM should estimate the size of the target(s) in comparison to a standard human being, and adjust accordingly. Duration for the outline is a number of rounds equal to twice the caster's level.

Outlined objects are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, so opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights), and a +1 bonus in twilight or better.

The *Crimson Fire* can render otherwise invisible creatures visible, but cannot outline noncorporeal, ethereal, or gaseous creatures. The light produced is fairly dim, and has no effect on the vision of undead or dark-dwelling creatures, or on infravision.

Detriment: The character is constantly outlined in a glow, as described. In addition, the character's eyes glow red. This impairs the caster's distance vision, giving the character a –2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow is transferred to the targets, and the caster temporarily loses it.

Cure

Ability Score: Dexterity

Description: The caster can heal damage equal to 1 hit point, plus 1 hit point per his or her level (2 hp at 1st level, 3 hp at 2nd, etc.), to a maximum of 16 hit points. Healing must be applied all at once, but can be applied to one or two recipients, plus the caster, if desired. Recipients must be touched by the caster. The hit points are split among them as the caster desires.

Detriment: In many cases, the Afflicted's hands become covered with a gauzy web, much like a bandage. On occasion, such as when the character touches anything, small pieces of webbing fall from the hands. This webbing neither helps nor hinders the character, though it reduces touch sensitivity in the fingers.

In other cases, the Afflicted constantly sweats and drools a milky liquid. It is a mild anesthetic, which causes the Afflicted to feel numb and tingly. The liquid has no healing effect, nor will it dispel pain.

Detonate

Ability Score: Wisdom

Description: The caster can cause an object to explode. The object must weigh between one and five pounds, and must be within 10 yards of the caster. Only a complete object can be affected, not part of a larger object. The item is broken into tiny pieces, and these fragments cause 1d8 damage to anyone within 10 feet of the explosion. This Legacy cannot affect magical, living, or animated items. If the object is being held by someone, that individual can make a saving throw against spells to avoid destruction.

Detriment: At random intervals, small items (as detailed above) within five feet of the Afflicted explode. This includes clothing and mundane items, as well as any objects handled by the character, but seldom weapons. These explosions are loud, but cause no damage to people nearby.

Dexterity

Ability Score: Wisdom

Description: The caster's Dexterity becomes 18 for a number of rounds equal to his or her level. If the character's Dexterity is already 18 or more, the caster receives a +2 bonus to Dexterity (to a maximum Dexterity of 25) for the duration of the Legacy's activation.

Detriment: The Afflicted typically grows two extra arms, or two or more extra fingers. His or her finger's usually gain an extra joint, and the fingers grow to twice their normal length. Or, instead, the character might grow an extra pair of legs. Except when the Legacy is activated, extra arms are useless and hang limply. On the other hand, if the Afflicted grows extra legs, they are necessary for locomotion, and inhibit the character's movement if damaged.

Digging

Ability Score: Intelligence

Description: The caster can excavate earth, sand, or mud. The amount excavated is 125 cubic feet (a five-foot cube), and the excavation requires one round. The caster must be within 10 feet of the material to be moved. The material is thrown from the hole and scattered more or less evenly. Any creature within a foot of the pit must make a successful Dexterity check or fall into the hole. Note that holes in mud or other loose material will quickly collapse.

Detriment: The character's hands usually acquire a shovel-like shape, which prevents fine manipulation of objects. In other cases, the Afflicted acquires large, thick claws, or even tusks. Unless the Legacy is activated, these new growths cannot be used for anything other than what the caster's normal teeth or hands could do.

Disguise

Ability Score: Wisdom

Description: The caster can alter his or her form and appearance. Height can be altered by up to one foot, weight by as much as 50 pounds. The form acquired must be similar to the caster's own (bipedal if the caster is bipedal, for example). Clothing and possessions do not change. A specific person cannot be imitated, but another species can be. Only the caster's form changes; he or she acquires no special abilities of any kind, nor are any native abilities lost. The *Disguise* lasts for three rounds per level of the caster.

The physical deformations caused by a Legacy can be temporarily eliminated (or imitated) by the use of the *Disguise* Legacy.

Detriment: The body of the Afflicted changes constantly: fur, hair, or scales grow and disappear, a tail might grow or disappear. The character's height changes by as much as an inch per minute, weight by as much as five pounds in a minute, and the character's facial features change at irregular intervals. The character's features and form stabilize only when the Legacy is activated. Note that these changes cause problems with the fit of most clothing and armor.

Disintegrate

Ability Score: Constitution

Description: The caster can cause up to one cubic foot of nonliving solid material to crumble into dust. The material to be affected must be touched, which might require an attack roll. The exact material affected is determined by the caster, but must all be connected (so a piece of a wall could be affected, or several feet of a rope). Normal materials do not get a saving throw, but magical items and materials do. (See the section on saving throws for equipment in Chapter 6 of the *DMG*. The saving throw is made against crushing blow for magical items, with any weapon bonuses providing equivalent bonuses to the saving throw. For purposes of this Legacy, magical cloth has a saving throw of 5.)

Detriment: Items the Afflicted touches slowly crumble to dust. In addition, the character's hair and skin constantly crumbles and flakes.

Displace

Ability Score: Intelligence

Description: After this Legacy is activated, it remains in effect for up to a number of rounds equal to twice the character's level. During this time, if the caster is hit by a physical object, he or she teleports a short distance (up to 10 feet), but the Legacy provides no more than one such displacement per activation. The displacement instantaneously moves the character away from the attack that caused it, eliminating any and all damage from that attack. The place where the character reappears is random, but is physically as safe as the caster's immediately previous location. (If the character displaces from a standing position on solid ground, he or she reappears standing on solid ground.) The character never reappears inside a solid object, or in the direct path of an already moving weapon.

Detriment: The character's hands or head sometimes displace to a position one or two feet from where they were previously. They do not disconnect from the body; instead, the neck or arm grows instantly to the new length and shape required. This happens at unpredictable intervals, and 2d4 turns are required for the extremity to gradually return to its original position, as the neck or head returns to its original size and shape.

Disrupt

Ability Score: Dexterity

Description: With a red light that leaps from hand or eye, the caster can cause damage to any single undead being within 10 yards. An attack roll must be made to strike the undead creature with the beam, which is treated like a missile weapon in regard to Dexterity bonuses to attack rolls. Damage caused by the beam is 1d4 per three levels of the caster (1d4 at 1st-3rd levels, 2d4 at 4th-6th, etc.).

Detriment: Non-living organic material (such as cloth, leather, or a quarterstaff) occasionally crumbles to dust when the character touches it. In addition, the character's hands or eyes often glow with a red light, and the Afflicted acquires a deathlike pallor.

Duplicate

Ability Score: Strength

Description: When this Legacy is activated, an illusory duplicate of the caster appears anywhere within 10 yards, as desired by the caster. The image can be actively controlled by the caster, or "programmed" to perform a specific series of actions. The *Duplicate* need not start or stay in the same room as the caster, but to avoid having the *Duplicate* walk through items or people, the caster may need to be able to see it (or have a good memory of the location).

Detriment: All or part of the Afflicted's body is duplicated at all times. The character might appear to have an extra arm, head, or nose. Sometimes, an entire body duplicate appears and follows the Afflicted, or seems to perform acts that might be embarrassing for the character. All such manifestations are illusory.

Entangle

Ability Score: Intelligence

Description: When this Legacy is activated, the caster's arms, fingers, or hair grow into tentacles. The precise method is chosen by the caster when the Legacy manifests, and can never be changed. Growth is five feet per three levels of the caster (five feet at 1st-3rd level, 10 feet at 4th-6th, etc.), to a maximum length of 25 feet. The tentacles become mobile, and are controlled by the caster for a number of rounds equal to twice his or her level. During this time, they can be used to retrieve or wield items from a distance, or to entangle a single opponent.

For the duration of the Legacy's activation, the caster's tentacles acquire AC 0. Targets held by the tentacles can break free with a successful roll to bend bars, or if a friend inflicts 10 or more hit points of damage to the tentacles in a single strike with an edged weapon. None of the damage inflicted to tentacles during the Legacy's activation applies to the caster's hit point total.

Detriment: The Afflicted's hair is long and unruly, and often moves of its own accord, sometimes touching another person or picking up small items. If the hair is cut, it grows back to its original length (as determined by the character's level) at a rate of one foot per round.

Alternately, the character's fingers or arms grow into long tentacles. Except when the Legacy is activated, the tentacles are no stronger than normal. Though they can be used to retrieve items from a distance, they cannot be used to entangle, and any damage inflicted upon them is subtracted from the Afflicted's hit point total.

Farsight

Ability Score: Strength

Description: The character can see clearly—even reading if so desired—for a distance of up to 100 yards per level of the caster (to a maximum distance of one mile), though not through obstacles. If the caster prefers, the Legacy can instead be used to examine something in minute detail, enabling the character to detect tiny seams, minute marks, even the impressions left from writing. Improved vision lasts for a number of rounds equal to twice the caster's level.

Detriment: The Afflicted's eyes change. They might grow to very large proportions, or the character might grow eyestalks. In addition the character has trouble seeing normally. Items within one inch of the character's eyes can be seen as clearly as normal, as can items at a distance of 20 yards or more. Anything else appears blurry. Unless the character has the blind-fighting nonweapon proficiency, he or she receives a penalty of –2 to all melee attack rolls.

Feel Magic

Ability Score: Strength

Description: The caster can detect, and to an extent identify, magical emanations in anything he or she touches. The detection ability lasts for a number of rounds equal to the caster's level. Note that this Legacy is not adversely affected by vermeil and the Red Curse, like other forms of divinatory magic are (as explained in Chapter 6).

By touching an object while the Legacy is activated, the caster can determine if that object is magical. If it is handled for a full round, the character has a 5% chance per caster level, to a maximum of 75%, of identifying some property of the object (a spell with which it is enchanted, the attack bonus it has, the approximate number of charges left, etc.). Only one such fact can be determined per round, at most; handling the object for longer might reveal another fact, or it might reveal the same one again.

If a living being is touched while the Legacy is activated, the caster can tell if that individual is enchanted in some way (charmed, for instance), and whether or not the target possesses a Legacy. By examining a single person for at least a full round, the caster can determine a fact about the being, such as how many Legacies that individual has, whether the being is affected by a charm, or how advanced an Affliction the being has. The caster has a chance of 5% per level, to a maximum of 75%, to determine such information.

Detriment: Most Afflicted with this Legacy grow long, feathery antennae from their foreheads. Some develop a covering of fine cilia on their hands. The Afflicted can *Feel Magic* only by using the antennae or cilia. Otherwise, the growths are useless, though they sometimes move of their own accord.

Fight

Ability Score: Intelligence

Description: By using this Legacy, the caster can acquire the THAC0 of a warrior of the same level, for a number of rounds equal to the caster's level. A caster who is already a warrior receives a +2 bonus to attack rolls, for a number of rounds equal to twice his or her level. This bonus or adjusted THAC0 applies only to melee combat.

Detriment: The Afflicted with this Legacy is very temperamental, and angers easily. In addition, whenever the character handles a weapon, his or her hand acquires the form of that weapon within 2d4 rounds. The form lasts for 2d4 hours before instantly reverting to its original form. An altered hand is normally no different from a normal hand in terms of damage it inflicts in an attack. But if the character activates the *Fight* Legacy while the hand is in altered form, it becomes a weapon capable of inflicting 1d8 hit points of damage per hit, for the duration of the activation.

Find

Ability Score: Dexterity

Description: This spell helps the caster locate a known or familiar object. If a sword is desired, for example, the Legacy guides the caster to the nearest one (possibly held by a companion). If a specific item is desired, it must have been seen by or carefully described to the caster.

For a number of rounds equal to twice the caster's level, the Legacy indicates the direction to the object, but does not tell the character how to get to it, nor how far away it is, though the character is able to tell when the object is within one foot.

Detriment: The Afflicted often grows an extra eye in the center of his or her forehead, sometimes on an eyestalk. This eye is completely useless, but sometimes moves of its own accord, as if looking around. Some Afflicted instead grow long, feathery antennae, which also seem to move on their own. An Afflicted with this Legacy sometimes acquires a forked tongue, in addition to the eyestalk or antennae. The tongue flicks in and out of the character's mouth rather often, affecting speech.

In addition, the character constantly misplaces small, relatively unimportant items.

Float

Ability Score: Dexterity

Description: With the use of this Legacy, the caster can slow the rate of a fall to a mere two feet per second (120 feet per round). This allows the character to fall as much as 100 feet per three caster levels (100 feet at 1st-3rd level, 200 feet at 4th-6th, etc.), to a maximum of 500 feet, without taking damage from the fall.

The character can instead use the Legacy to float upward, levitating slowly at a rate of 10 feet per round, for a number of rounds equal to his or her level. A single activation of the Legacy works to slow a fall, or to levitate upward, but not both.

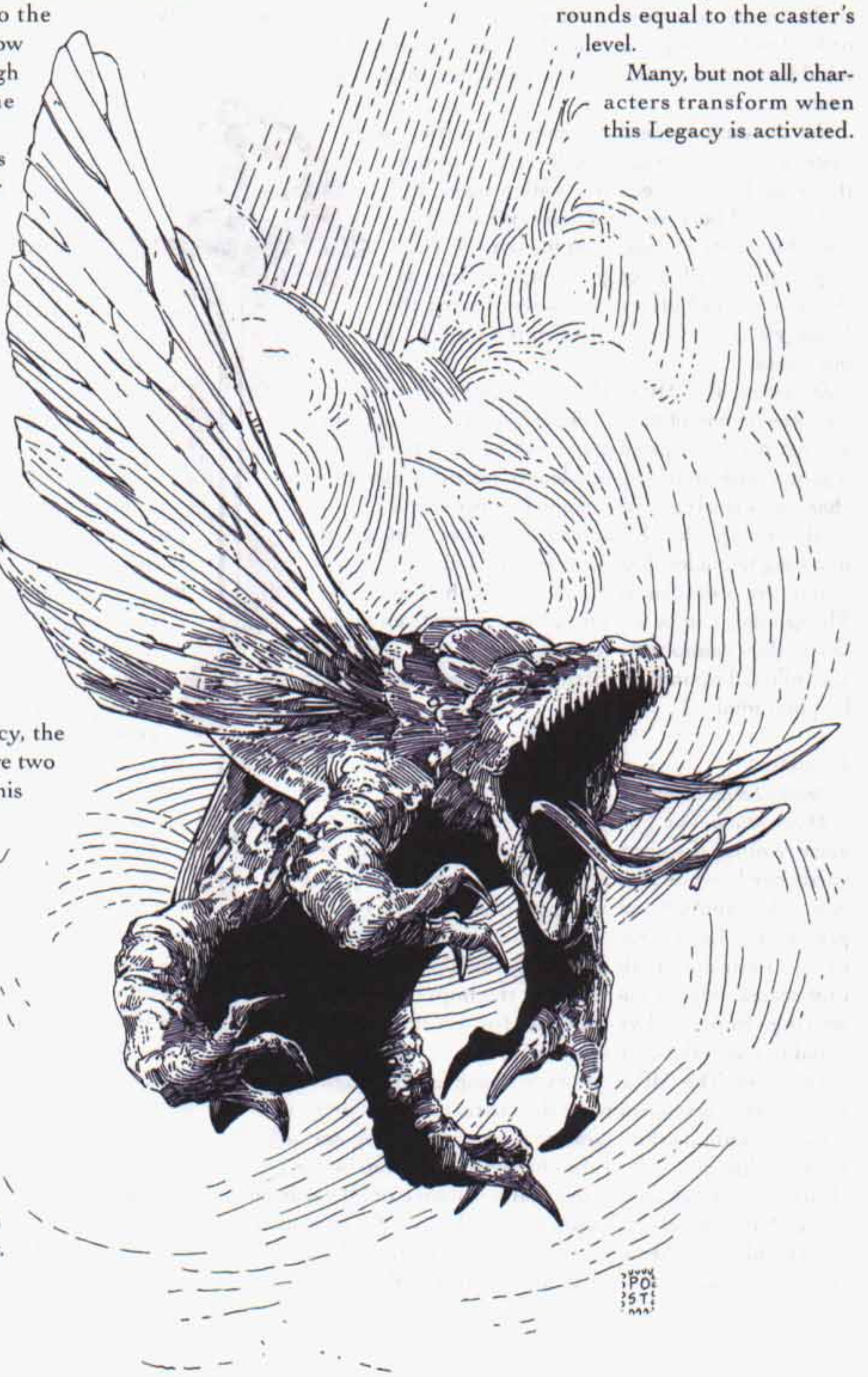
Detriment: The character's body weight is reduced by half, while mass remains the same. The Afflicted sprouts feathers from various places on the body.

Fly

Ability Score: Wisdom

Description: For a number of rounds equal to twice his or her level, the caster can fly at a movement rate of 12 and a maneuverability class of C. For a caster who can already fly, normal flight speed is increased by 6, and maneuverability class by two places, to a maximum of A, but duration is only a number of rounds equal to the caster's level.

Many, but not all, characters transform when this Legacy is activated.



Most grow two or four wings (batlike, birdlike, dragonlike, insectlike, etc.), while some characters' arms transform into wings, and other characters' bodies flatten. The exact transformation, if any, is chosen by the caster when the Legacy is acquired, and can never be changed. Transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate (unless made of red steel—see Chapter 6). Expanding wings can break through armor or clothing, damaging it (requiring a round to do so), so most people who transform in this way wear special armor and clothing with holes for the wings.

Detriment: The Afflicted has permanent wings of some type, but they are useless except when the Legacy is activated. Some Afflicted have flattened bodies instead of wings, so they are only about two inches thick from front to back.

Fog

Ability Score: Constitution

Description: The caster can create enough fog to fill a cube that is 10 feet on each side. This fog can take any shape the caster desires, and it remains stationary, staying in existence for a number of rounds equal to the caster's level. It is thick enough to obscure vision, limiting visibility (both normal and infravision) to a range of two feet within the fog, and blocking vision through the fog entirely.

A strong wind disperses the effect in a single round, while a moderate wind reduces the Legacy's duration by 50%. If this Legacy is used underwater, it clouds the water in the same area. Currents can disperse the effect before the duration of the spell expires.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen, and the character looks as if he or she had gained quite a lot of weight. In addition, the character breathes out wisps of fog and "sweats" them from the pores.

Gas Breath

Ability Score: Charisma

Description: By activating this legacy, the caster can expel poisonous, gaseous breath from his or her lungs. But the gas must be released within a number of rounds equal to the caster's level, or its damaging effects wear off. The gas is greenish-yellow and smells vile. It can be breathed to affect a single opponent within five feet of the caster, and requires an attack roll (including Dexterity adjustments, if any) to hit. The target takes 1d4 damage per three levels of the caster (1d4 at 1st-3rd level, 2d4 at 4th-6th, etc.). It is not necessary for the victim to inhale the gas to suffer from its effects, because its poison seeps through the skin. Magical effects that work against poison can help the target, usually by granting a saving throw for half damage when there normally would be no saving throw allowed.

Detriment: The character has a foul body odor and breath. In addition, the Afflicted's flesh becomes puffy and discolored in some places, and the character breathes out wisps of yellowish fog and "sweats" them from the pores.

Gaseous Form

Ability Score: Constitution

Description: The character's body, and any possessions worn or carried, become gaseous when this Legacy is activated. The effects last for a number of rounds equal to the caster's level. While in this form the character has a flying movement rate of 3, and a maneuverability class of B. Winds—both magical and normal—can drive the character unwillingly before them, or can be used to increase the caster's speed. Also, the character can enter any space that is not airtight.

While in this form, a person cannot be affected by most attacks, but is vulnerable to magical fire or electricity, which have normal effects. The *magic missile* spell and the *Missile* Legacy can also be used to attack a character using the *Gaseous Form* Legacy.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen, and the character appears to have gained a lot of weight. The flesh of some Afflicted becomes transparent as well. Also, the character breathes out wisps of fog and "sweats" them from the pores.

Grow

Ability Score: Charisma

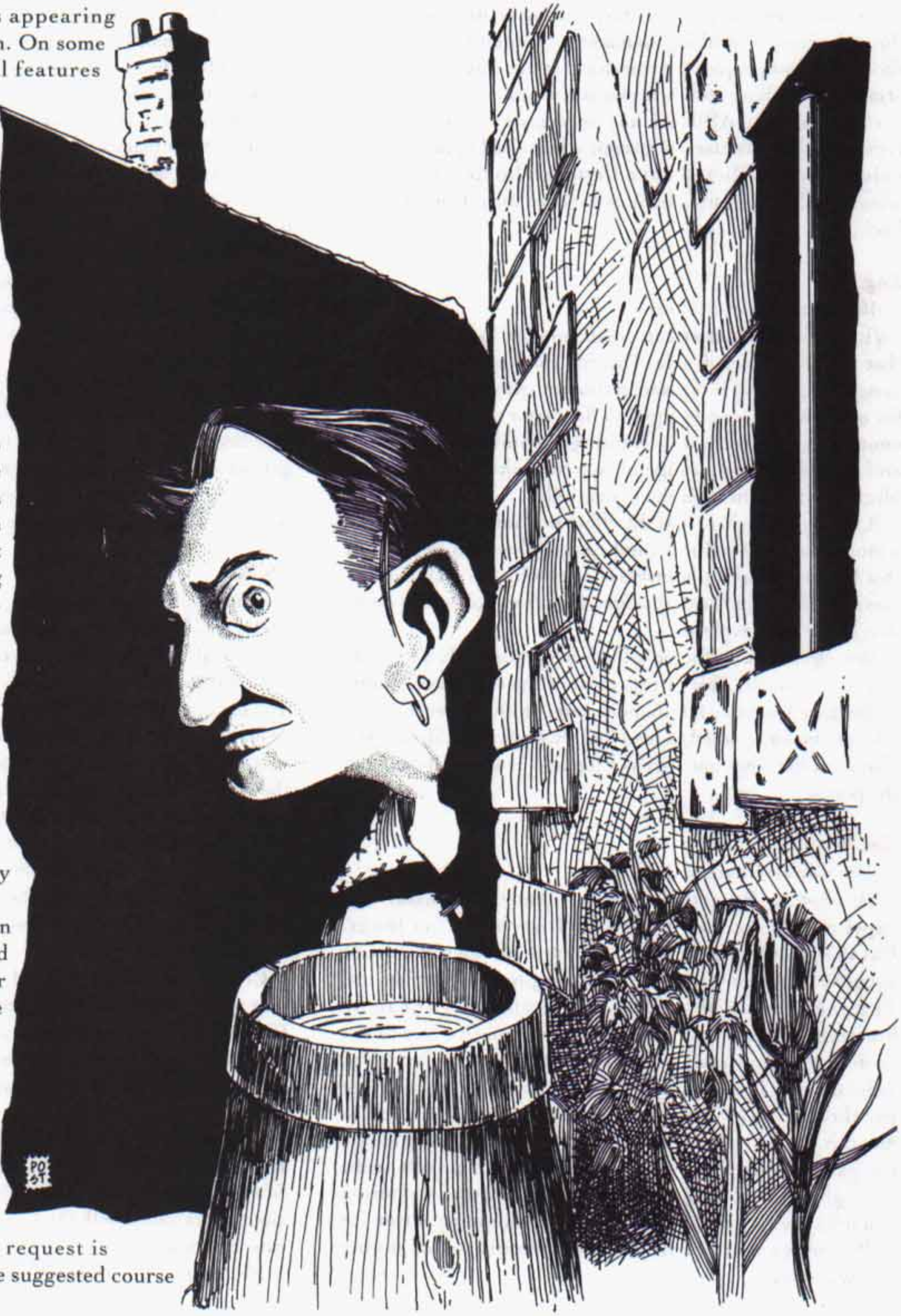
Description: When the caster activates this Legacy, the size and weight of the character, or of any one other creature within the caster's sight, size large or smaller, is increased. The creature doubles in height, width, thickness, and weight. (This means, of course, that body weight is no longer in correct proportion to body volume.) Or, rather than doubling the measurements, the caster can choose a different (lesser) amount of enlargement, each time the Legacy is activated. Weight and all linear dimensions can change in the same proportion, or in different amounts. An unwilling recipient of the Legacy can make a saving throw against spells to avoid the effects entirely. The change lasts a number of rounds equal to twice the caster's level.

Clothing and armor worn by the target do not change in size when the Legacy is used, so they are ripped apart. Clothing causes no damage to the target, but unless armor is specially constructed, it inflicts a number of hit points equal to the character's Armor Class (without Dexterity adjustments) subtracted from 10.

The character is able to move in the new form, but does not actually gain an increased Strength score, or any benefits of such an increase. If all the character's linear dimensions are doubled with the Legacy, the character's movement rate also doubles.

Multiple applications of this Legacy cannot be used for cumulative effect, but can extend the duration of the change.

Detriment: Some portion of the Afflicted's body becomes permanently enlarged (not the whole body). Typical effects include one or more limbs becoming twice their normal size. The character might instead change in one dimension, becoming twice as wide, thick, or tall as normal, with all features appearing stretched in that dimension. On some other Afflicted, the facial features grow, so the character has big ears, eyes, lips, and nose. When the character uses the Legacy to affect him- or herself, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.



Hypnosis

Ability Score: Dexterity

Description: When this Legacy is activated, the caster's eyes glow with a red fire. The character can affect any single target within 10 yards, assuming the target has an Intelligence of at least 5 and understands the language spoken by the caster. In addition, the victim can make a saving throw to avoid the effects of the spell. If the saving throw fails, and all the other conditions are correct, the target individual immediately falls into a trance.

The victim can be kept in the trance, unmoving and unresponsive, for a number of rounds equal to the caster's level. Alternately, the caster can choose to make a brief and reasonable-sounding request of the individual (as per the 3rd-level wizard spell, *suggestion*). In this case, the trance lasts only for the single round in which the request is made. The victim follows the suggested course of action for up to an hour, unless something happens to make the suggestion seem unreasonable. For example, an attack from the caster or the caster's companions makes a suggestion to protect them seem unreasonable, or the victim's friends might argue the hypnotized character out of performing a suggested action.

Detriment: The character's eyes glow a fiery red, and lights seem to whirl within them. People conversing with the Afflicted become distracted and lose track of the conversation quite easily.

Leap

Ability Score: Intelligence

Description: With this Legacy, the caster can leap great distances from a standing start. The distance possible is forward or straight upward 20 feet, plus one foot per level of the caster, to a maximum of 35 feet. The character can also leap backward 10 feet. Horizontal leaps forward or backward have only a slight arc—about two feet per 10 feet traveled. This Legacy does not ensure a safe landing.

Detriment: A character's leg muscles may grow to huge proportions. Some Afflicted suffer a greater change, their legs changing to look like a grasshopper's legs.

Light

Ability Score: Dexterity

Description: This Legacy creates a reddish light that illuminates the surroundings in a radius of 20 feet. The *Light* springs from one of the character's hands, or from the forehead, the point of emanation chosen by the caster when the Legacy is acquired (and unchangeable thereafter). The effect lasts a number of rounds equal to twice the caster's level. While it is just bright enough to show details in the area, it is not enough to cause harm, or even temporary blindness.

Detriment: The character is constantly outlined in a reddish glow, and his or her eyes glow red. Consequently, the caster's distance vision is impaired, giving the character a –2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow dissipates, and the *Light* springs forth as described.

Luck

Ability Score: Player's Choice

Description: When activated, this Legacy enables the caster to re-roll a failed saving throw or ability check.

Detriment: The character is somewhat clumsy, and tends to drop things and stumble a lot (though the effect is not pronounced enough to affect the character's combat abilities). In addition, the Afflicted suffers the detriment for a randomly determined Legacy. When the *Luck* Legacy is acquired, another Legacy should be rolled for as well, and its detrimental effect applied (though the character does not gain its power).

Meld

Ability Score: Charisma

Description: This Legacy allows the caster to meld his or her body and possessions into stone, dirt, or wood. The caster becomes part of the surface of the material for up to two rounds per level of experience. Up to 100 pounds of possessions can meld with the caster. The material into which the character melds (typically a wall, floor, tree, or even a table or door) must be at least as large as the caster, in all three dimensions. Any damage done to the surface of the item is passed on to the caster. Melding into material requires a round, though exiting is instantaneous.

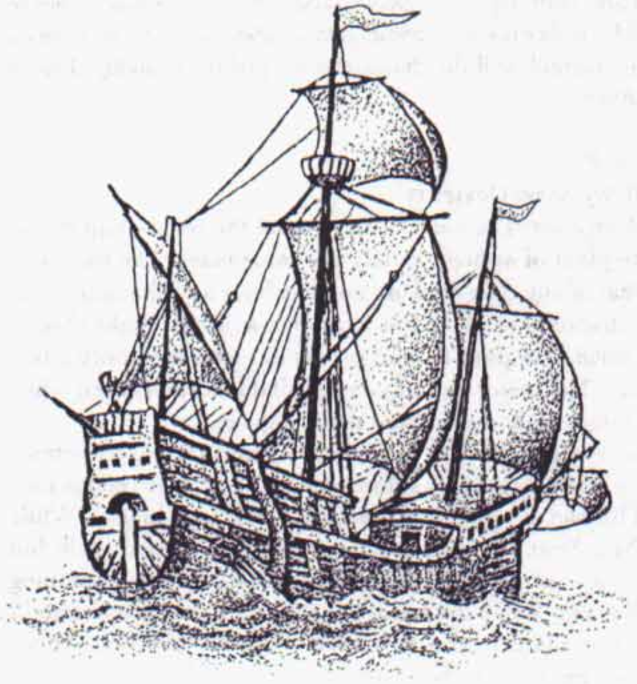
Detriment: The character's body tends to merge with any earth or wood being touched, if the character rests too long in a single spot. For example, the character's arm might sink into a table, feet into a path, and so forth. In addition, the Afflicted's body acquires the look of the material being touched, so a character leaning against a stone wall would find his or her flesh (and fur or scales, if applicable) taking on a stony appearance, or a character touching a tree would begin to gain a barklike covering. This lasts until the Afflicted touches another item into which he or she could meld.

Missile

Ability Score: Constitution

Description: The caster can release missiles of magical energy from the fingertips. Each *Missile* causes 1d6 damage, and the caster can release one *Missile* per every three levels of experience (one at 1st-3rd level, two at 4th-6th, etc.), to a maximum of five missiles per activation of the Legacy. For each *Missile* fired, an attack roll must be made (Dexterity adjustments apply). The missiles can be fired all at the same time, or one per round until used up. Similarly, they all can be shot at the same target, or at different targets, without penalty. Even inanimate objects can be the target of the *Missile* Legacy.

Detriment: Each of the Afflicted's fingers lengthens and acquires a tubelike shape. The missiles are generated in and fired from these tubes.



Phantasm

Ability Score: Constitution

Description: When this Legacy is activated, a horrifying, illusory visage takes the place of the caster's normal features. Anyone viewing the visage must make a successful saving throw against spells or flee in terror at maximum speed for a number of rounds equal to the caster's level. Undead are never affected by this spell, nor are creatures with an Intelligence below 2. The visage remains for a number of rounds equal to the caster's level.

Detriment: The Afflicted's visage becomes very ugly, but rather than generating horror in those who view it, it causes disgust and revulsion. Others might seek to avoid interaction with the Afflicted, though they will not flee in terror.

Phase

Ability Score: Intelligence

Description: The character can adjust the composition of his or her body, so it becomes possible to pass through solid matter, and for solid matter to pass through the caster. Any equipment worn is affected, but any single item carried in the hand remains solid, if the caster so desires when the Legacy is activated. Also, the character can walk along the ground without sinking into it, even while passing through a wall. Otherwise, all items pass through the character, who likewise passes through all solid material. Though the character is immune to solid weapons, he or she can still be affected by magical fire, cold, and electricity, as well as the *magic missile* spell and the *Missile* Legacy.

Detriment: The Afflicted's flesh becomes soft and puffy, distorting form and features. The character tends to sink into solid matter if he or she spends more than a moment in the same place, and any clothing of a weave coarser than silk tends to merge with his or her body. Extrication takes about a round, and can be rather painful, as if the character were pulling a bandage from a fresh wound.

Plant Form

Ability Score: Dexterity

Description: The caster can assume the form of an inanimate plant of approximately the same mass. The form can be that of any type of plant, and can have any characteristics the character wishes. For example, a caster might choose the form of a giant flower, or slender tree with only a few leaves. The caster has only one available form, chosen when the Legacy is acquired, and never changed.

No system shock roll is required, and the caster retains his or her personality and mentality. The caster retains normal human senses (sight, hearing, smell, and touch). While in *Plant Form*, the caster cannot move, talk, or cast spells but could use psionics and Legacies, and can spy upon anything in the area. When the Legacy is activated, the caster's equipment melds into the new form. The change lasts three rounds per level of the caster.

Detriment: The Afflicted usually sprouts leaves, flowers, or other plant parts from his or her body. Some gain a grasslike covering. The character needs regular sunlight, or feels nauseous.

Poison

Ability Score: Charisma

Description: The character can produce poison from fangs, sharp claws, or a stinger of some sort, which appear when the Legacy is activated. (The method of delivery causes no damage other than that produced by the poison.) A successful attack roll is necessary to deliver the poison. When the Legacy is activated, the poison must be used within a number of rounds equal to the caster's level, or it loses its potency and becomes inactive.

The poison's effects vary with the caster's level. A caster of 1st-3rd level can generate poison that causes the victim to fall asleep in 1d4 rounds, and to remain that way for a number of rounds equal to the caster's level. A caster of 4th-6th level can produce either the sleep poison or another form that causes paralysis that starts within one round of delivery and lasts a number of rounds equal to the caster's level. A caster of 7th-9th level can produce sleep or paralysis poison, or a poison that causes damage of a number of hit points equal to twice the caster's level, applied immediately when the target is hit. A caster of 10th-12th level can produce sleep, paralysis, or damaging poison, or a combination of damage and paralysis, again taking effect instantaneously. A caster of 13th or greater level can generate any of the other poisons, or one that causes instant death.

The victim of a poison attack can make a saving throw to lessen the duration of sleep or paralysis, to halve damage, or to avoid death.

Detriment: The Afflicted grows fangs, claws, or a stinging tail, but these are useless except when the Legacy is activated. In addition, the character's flesh (or fur or scales) acquires ugly splotches of bright colors.

Proficiency

Ability Score: Player's Choice

Description: For a number of rounds equal to twice his or her level, the caster acquires the ability to use any one weapon or nonweapon proficiency (or a bonus of +2 to an existing nonweapon proficiency score, or a bonus of +2 on attack rolls when using a particular weapon). The proficiency gained is decided by the caster each time the Legacy is activated, and cannot be changed during activation. Any knowledge gained from use of the Legacy is forgotten by the caster when the duration expires, though anything written down could be preserved. Other character's have the normal chances to remember facts noted.

Detriment: The character acquires some type of minor physical deformity, such as large ears, warts, a nasty overbite, etc. All the Afflicted's nonweapon proficiency scores are penalized by –2.

Projectile

Ability Score: Wisdom

Description: The caster can produce physical missiles from his or her body, and shoot them at an opponent, The character's body changes when the Legacy is activated, sprouting quills, or developing a horn or blowhole through which rocklike projectiles are propelled, or a snout through which they are spit, or thick claws that are fired from the fingers. The form of the projectiles is chosen by the caster when the Legacy is acquired and can never be changed. The number of projectiles produced is equal to twice the caster's level, and each is fired separately, with its own attack roll. All can be fired in the same round, or at a rate of one per round until all are used. Multiple targets are possible, without penalty. The projectiles are not considered magical.

Detriment: The character sprouts quills over much of the body, or a blowhole or horn forms, or the Afflicted's fingers lengthen and become tubelike. In some cases, the character's mouth and nose lengthen into a tubelike snout. When the Legacy is activated, projectiles are fired from whatever growth forms, but it is otherwise useless.

Red Shield

Ability Score: Constitution

Description: The character generates a glowing, transparent red shield from one hand. Its radius is one foot per three levels of the caster (one foot at 1st-3rd level, two feet at 4th-6th, etc.), to a maximum five-foot radius. The character can choose to produce a shield smaller than the largest possible, but the shield is always circular.

The shield weighs nothing, but is solid, and is attached to the caster's hand (either one, determined each time the Legacy is activated). A shield with a one- or two-foot radius provides an AC bonus of –1. Larger shields can be used as cover by the caster and any allies, with the exact amount of cover depending on the situation.

Detriment: Shieldlike, round growths, about the size of bucklers, appear on the backs of the character's hands. These cannot be used for defense, because hitting them causes damage to the character. However, when the Legacy is activated, one of the shield growths (caster's choice) expands to the size called for by the Legacy and hardens. Some Afflicted gain a thickened body covering of some kind, such as scales, plates, or bark. While this provides no protection, it alters the character enough so that clothing and armor do not fit unless specially made.

Red Steel

Ability Score: Dexterity

Description: With this Legacy, the character can temporarily enchant a melee and missile weapon, giving it the properties of red steel for a number of rounds equal to the caster's level. If used on an item made of red steel (or an item already altered by this Legacy), the Legacy gives the item a +1 bonus to attack and damage rolls, per every three levels of the caster (+1 at 1st-3rd level, +2 at 4th-6th, etc.), to a maximum bonus of +5.

Detriment: The character acquires a silvery-red color over the whole body, and his or her eyes glow red. Smokepowder explosions affect the Afflicted as if the character were an Inheritor.

Reflect

Ability Score: Intelligence

Description: Once activated, this Legacy can last a number of rounds equal to the caster's level. It allows the caster to reflect a single attack directed at him or her within that time. The Legacy can be a melee or missile attack, or any spell or Legacy that does not have an area of effect. If the character suffers several attacks while the Legacy is activated, only one can be reflected, and this immediately ends that activation of the Legacy. For example, a character attacked with two missiles from a *magic missile* spell could reflect only one, or a character attacked with sword and hammer could reflect only one.

Note that an attack must hit the character to be reflected, but the caster takes no damage from the attack. The individual who originated the attack must make a saving throw against spells, or suffer damage from the reflected attack.

Detriment: Many Afflicted acquire a shiny, silvery body covering. Normal visual reflections can be seen in this coating. Other Afflicted are affected as if they have the *Armor* Legacy.

Regenerate

Ability Score: Charisma

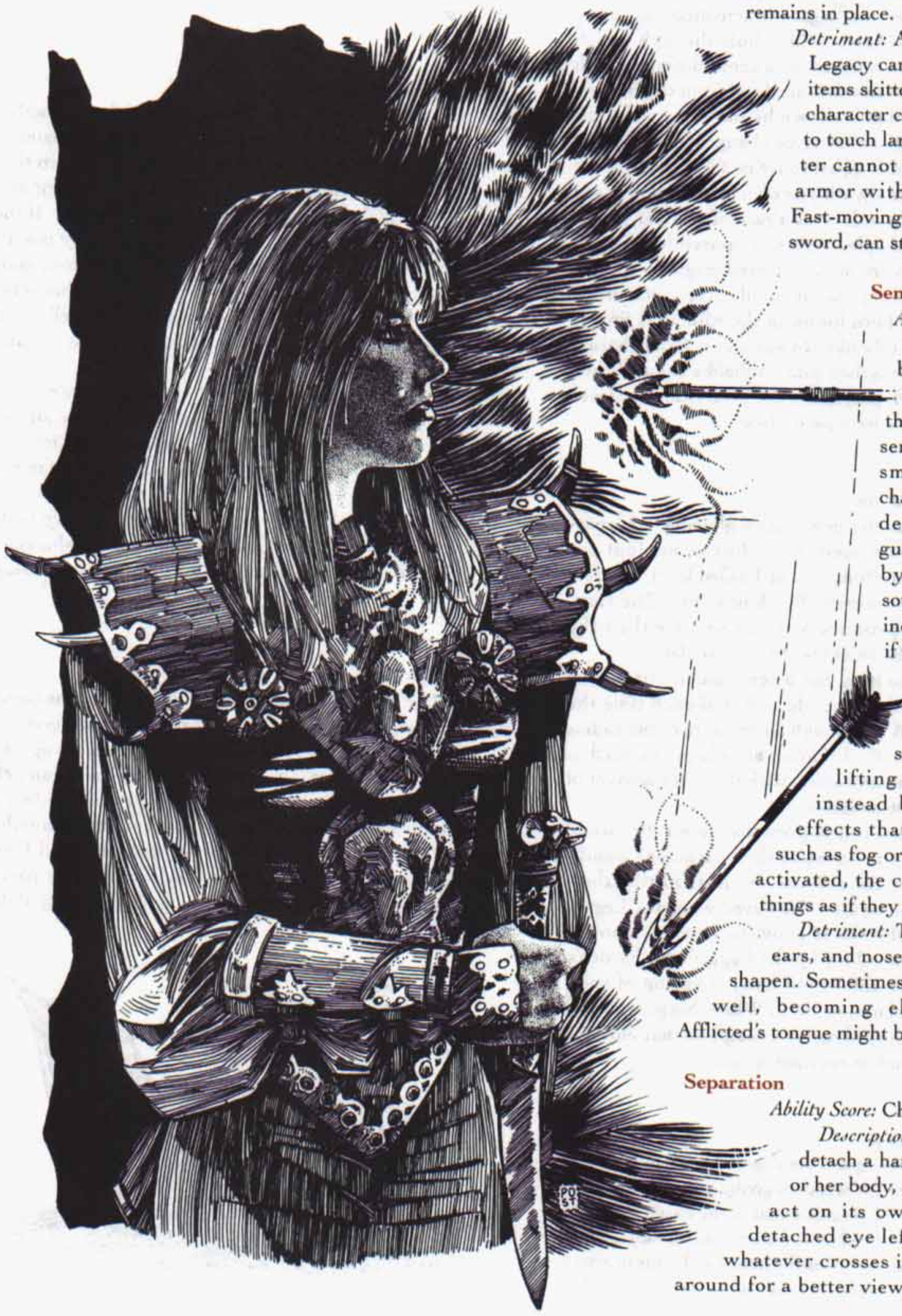
Description: With each activation of this Legacy, the caster regenerates a number of hit points equal to his or her level, at a rate of one hit point per round. The Legacy does not operate when the character has 0 or fewer hit points. But it can help the character regrow small body parts such as a nose or finger.

Detriment: The caster constantly sprouts small growths, and skin and other flesh flake away and are shed from these spots. Some Afflicted grow additional body parts, like an extra nose, ear, or finger, which eventually flake away and fall off.

Repel Metal

Ability Score: Intelligence

Description: Metal weapons cannot hit the caster who activates this Legacy. The Legacy remains active for a number of rounds equal to the caster's level. During this time, any metal swung or hurled at the character veers away at the last moment. Metal worn by the character remains in place.



Detriment: An Afflicted with this Legacy cannot touch metal: small items skitter out of reach, and the character cannot force his or hand to touch larger items. The character cannot wear metal armor, or armor with metal components. Fast-moving metal, like a swinging sword, can still hit the character.

Senses

Ability Score: Strength

Description: For a number of rounds equal to twice his or her level, the caster gains superb senses of sight, hearing, smell, and touch. The character can note small details (such as a disguise or a hidden door) by sight, hear faint sounds, identify or track individuals by smell (as if with the tracking proficiency), read by touch, or tell precisely how much something weighs by lifting it. This Legacy can instead be used to counter effects that impair the senses, such as fog or deafness. When it is activated, the character treats such things as if they did not exist.

Detriment: The character's eyes, ears, and nose grow large and misshapen. Sometimes, the fingers grow as well, becoming elongated, and the Afflicted's tongue might become very long.

Separation

Ability Score: Charisma

Description: The character can detach a hand or an eye from his or her body, and the part can then act on its own. For example, a detached eye left in a room can see whatever crosses in front of it, or roll around for a better view, while transmitting visual images to the caster. A detached hand can move on its own and even retrieve small items. The detached parts are controlled by the caster. The separation is bloodless and painless, and it lasts for a number of rounds equal to twice the character's level. At the end of that time, the part reappears where it belongs. Detached parts can be damaged normally, and are considered to have the same Armor Class as the caster (though the part can find cover more easily).

Detriment: At unpredictable intervals, the character's hands fall off or eyes pop out. As with the normal use of the Legacy, this separation is painless and bloodless, but the detached part ceases all function until reattached. Reattachment must occur within a turn of when the part falls away, or the body part cannot be reattached, and the character suffers damage (1d4 for the loss of an eye, 1d8 for the loss of a hand). Sleeping characters wake when one of their body parts detaches.

Shape Stone

Ability Score: Wisdom

Description: With activation of this Legacy, the caster becomes able to mold stones with bare hands. The hands become enchanted for a number of rounds equal to twice the caster's level. To the caster, stone feels like soft clay; it can be molded and shifted, or even torn apart. To mold a cubic foot of stone requires one to four rounds, the exact time required depending upon the amount of precision desired. The caster can change general shape, tear out pieces, or create a hole in about one round, but shaping stone more artistically, such as to create a small, rough statue, requires closer to four rounds. Softer stone is easier to mold than very hard stone, so this affects the time required as well. Note that gems can be affected by this Legacy, but require about one round per cubic *inch* of material to be manipulated. The DM can choose the exact amount of time required, or simply roll 1d4. Of course, this also determines the amount of stone that can be affected.

When the Legacy's duration expires, the stone remains in its new shape. The character can shape tools or weapons using this Legacy, or make a hole in a wall, or create a rough shape that can later be carved or otherwise refined into a work of art.

Detriment: The Afflicted gains a stonelike exterior covering, usually of a red, orange-red, or reddish-gray color. If the character normally has fur, this now sprouts from seeming cracks in the covering; the stony covering replaces scales or skin. Most of the character's hair falls out. This covering provides no special protection to the individual. In addition, it can be molded rather easily. For example, the character's features can be changed, and the indentation from a weapon strike remains in place until the flesh is remolded.

Shock

Ability Score: Strength

Description: The caster can release an electrical charge from a hand, choosing one or the other each time the Legacy is activated. A 1st-level character has no range for the power, and must touch the target to effect the discharge. Range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet. Hitting at a range requires an attack roll for success (Dexterity adjustments apply). If the target is wearing metal armor, that armor's protective value is not included in the target's AC, though magical bonuses still apply. Armor that is not primarily of metal, such as studded leather, leather, or padded armor, applies to the target's AC as normal.

After the Legacy is activated, the charge must be released within a number of rounds equal to the caster's level, or it simply fades away. The amount of damage a charge causes is 1d4 plus 1 hit point per level of the caster.

Note that the charge can be issued through a metal object held in the caster's hand, if so desired. If this is done, the object must touch the intended target. It will not extend the range of a bolt of electricity.

Detriment: The character is constantly affected with static electricity. Whenever the Afflicted touches another person or object, he or she receives a mild shock. If the character has fur or hair, it stands on end all the time. Clothing worn sticks together, and to the character. The character's skin is dry and flaky.

Shoot

Ability Score: Wisdom

Description: By using this Legacy, the caster can acquire the THAC0 of a warrior of the same level, but applicable only to missile fire or other long-range combat (such as the *Shock* Legacy). A caster who is already a warrior receives a +2 bonus to attack rolls, for a number of rounds equal to twice his or her level. The new THAC0 lasts for a number of rounds equal to the caster's level.

Detriment: Afflicted with this Legacy are very temperamental, and anger easily. In addition, their arms and fingers grow in length, to perhaps twice normal length, as if stretched out of proportion by excessive throwing or firing of missiles. The lengthened extremities provide no particular advantage, except to extend the character's reach somewhat.

Shrink

Ability Score: Charisma

Description: The caster can decrease his or her size and weight, or that of any creature that is size large or smaller, reducing the affected individual's height, width, thickness, and weight by half. Note that when a character is affected by this Legacy, body weight is no longer in the correct proportion to volume. A lesser amount of shrinkage can be caused as well, the exact amount being determined by the caster each time the Legacy is activated. Weight and all linear dimensions can change in the same proportion, or by different amounts. The change lasts a number of rounds equal to twice the caster's level. Unwilling targets of the

Legacy can make a saving throw against spells to avoid the effects entirely.

Clothing and armor worn by the target does not change in size when the Legacy is used, so the character shrinks out of clothing and armor without harm to self or to items worn. If the target's linear dimensions are affected in any amount by this Legacy, its movement rate is halved. The target's Strength and other abilities do not change.

Multiple applications of this Legacy are cumulative in effect or in duration, but not both.

Detriment: Some part of the Afflicted's body shrinks. Typical effects include one or more limbs becoming half their normal size (though never just one leg). The character might instead change in one dimension, becoming half as wide, thick, or tall as normal, with all parts of the body appearing shrunk in that dimension (so if the character becomes half as wide, so do the caster's eyes). On some Afflicted, the facial features shrink, so the character's ears, eyes, lips, and nose become small. When the character uses the Legacy to affect him- or herself, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Sight

Ability Score: Constitution

Description: Each use of this Legacy enhances the caster's vision. For a number of rounds equal to twice the caster's level, the character can gain infravision, the ability to see normally underwater, the ability to see through normal or magical fog, or the ability to see invisible creatures and items. The exact effect is chosen by the caster each time the Legacy is activated, and cannot be changed during that activation. Note that the ability to see invisible beings does not allow the character to see ethereal forms that do not have a visible manifestation, nor to see creatures whose natural state is invisibility (like the invisible stalker, which is invisible not because of magic, but because it is made of air).

Detriment: The Afflicted's eyes usually change, perhaps growing to very large proportions, or the character might grow eyestalks. Alternately, the character might grow an extra eye in the center of the forehead, or in some other place. This eye is completely useless, but sometimes moves of its own accord as if looking around. If an extra eye is grown, it becomes active when the Legacy is activated, and the character's normal eyes stop functioning, for the duration of the Legacy.

Silence

Ability Score: Intelligence

Description: The caster can cause an aura of silence to encase one person, either the caster or another target. Any recipient other than the caster can make a saving throw against spells to completely avoid the effects of the Legacy. If the saving throw is successful, the Legacy's effect dissipates entirely. Otherwise, the effect lasts for a number of rounds equal to the caster's level if used on someone other than the caster, twice that duration if used on the caster. This Legacy is typically used for stealth purposes, so the recipient creates no noise while moving. It also prevents the recipient from vocalizing (and casting spells with verbal components).

Detriment: Most Afflicted with this Legacy become mute, losing their tongues. Some become deaf, losing their ears. Many acquire a particularly loud walk. Some have loud voices, but their feet become large and brushlike, creating only a whisper of sound when the character moves. In other Afflicted, the sounds the character creates fluctuate wildly in volume.

Sleep

Ability Score: Charisma

Description: This Legacy can cause one living being within 10 yards of the caster to fall asleep for a number of rounds equal to twice the caster's level. The caster need not see the intended target, but must direct the effect to a general location. It then affects the being closest to that location, regardless of the number of Hit Dice. The victim is allowed a saving throw against spells to avoid the effects, however.

Detriment: The Afflicted always appears tired, with droopy features and eyelids. The character has trouble sleeping, but yawns incessantly, usually noisily.

Speed

Ability Score: Wisdom

Description: For a number of rounds equal to his or her level, the caster can move at twice normal speed. The caster gains a –2 initiative bonus while the Legacy is active, and gains twice normal movement rate and number of normal melee or missile attacks. Spellcasting speed is not increased, nor does the Legacy enable the character to use more special powers (spells, Legacies, psionics, etc.) than can normally be used in the same round.

Detriment: In most cases, the Afflicted gains additional legs, usually two. In some cases, the character's normal legs might change into a cluster of insectoid or other arthropod legs (like an ant, spider, or even a millipede). The character might also gain extra arms. These extra limbs grant no special abilities, except when the Legacy is activated. But any extra legs become necessary for locomotion.

Spell Shield

Ability Score: Strength

Description: When this Legacy is activated, a flat, transparent, glowing red disk begins to orbit around the caster. The disk is about a foot in diameter, and moves very quickly, for a number of rounds equal to the caster's level. During this time, the shield interferes with the effects of all Legacies and spells directed at the caster, who receives a bonus to saving throws against spells. The bonus is +1 per three levels (+1 at 1st-3rd, +2 at 4th-6th, etc.) to a maximum +5 bonus. The effects for success and failure of the saving throw are normal.

Detriment: The character grows some sort of body covering, which might resemble spikes, large scales, bark, rocks, wrinkled skin, writhing worms, or suchlike. This covering feels like normal flesh and provides no special protection. It is fairly thick, but appears only in scattered patches, and these patches slowly migrate slowly around the character's body. The character must wear special clothing and armor to accommodate the changed flesh.

Spikes

Ability Score: Charisma

Description: When this Legacy is activated, the character grows spikes over the entire body. All the spikes are sharp, though most are small. Spikes on the backs of the hand are fairly long, however. The caster's clothing and any nonmetal armor worn are pierced by the spikes, though metal armor impedes them. The spikes remain for a number of rounds equal to the caster's level.

If the caster is physically touched by another being (bitten, slapped, punched, grabbed, or wrestled, for example), the individual touching the caster receives 2d4 hit points of damage. In addition, the caster can physically strike an opponent with the backs of the hands (requiring an attack roll) and cause 1d6 hit points of damage per successful hit. The character can attack with both hands in the same round.

Detriment: The Afflicted grows spikes over the entire body, but these spikes are relatively soft, and can cause damage only when the Legacy is activated. The spikes are uncomfortable and require special clothing and armor to be made. The character cannot wear plate armor of any material except red steel (see Chapter 6 for details on red steel armor).

Strength

Ability Score: Intelligence

Description: When this Legacy is activated, the caster's Strength becomes 18/00 for a number of rounds equal to his or her level. If the character's Strength is already 18 or more, the caster receives a +2 bonus to Dexterity (to a maximum Dexterity of 25) for the duration of the Legacy's activation. With activation, the caster's muscles grow to large proportions as well, sometimes ripping through clothing worn. A character wearing armor when the Legacy is activated takes 1d4 hit points of damage, and while the armor's protective value is unaffected, the armor must be repaired, unless it was specially constructed to accommodate the change.

Detriment: The Afflicted sometimes grows two extra arms, but usually, some of the character's muscles grow to huge proportions. The muscular growth sometimes affects one arm, though it may affect both arms, both legs, or the torso instead. Only the muscles of part of the body grow. The expanded muscles grant the character no advantage, and make the sizing of armor and clothing difficult.

Swim

Ability Score: Intelligence

Description: For a number of rounds equal to twice his or her level, the caster can swim at a movement rate of 12, and is quite maneuverable in the water. If the caster can already swim, swimming speed is increased by 6, for a number of rounds equal to the caster's level. But this Legacy does not provide any special underwater vision or breathing abilities. Many characters, though not all, transform when this Legacy is activated, typically growing webs between their fingers and flipperlike feet. In some cases, a character's fingers grow to about twice normal length, with webbing between them, or the arms become flipperlike. The precise changes, if any, are determined by the caster when the Legacy is first acquired and remain the same with each activation of the Legacy. Any transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate a transformation (unless made of red steel, as explained in Chapter 6). Growing flippers or webbing can break through armor or clothing, damaging it, and taking a round to do so. So most people who transform wear special armor and clothing.

Detriment: The Afflicted permanently transforms in one or more of the manners described above. But the extra growth serves no useful purpose except when the Legacy is activated.

Temperature

Ability Score: Dexterity

Description: This Legacy can have one of three effects, chosen by the caster each time it is activated. The first use gives the caster immunity to normal temperature extremes, such as desert heat or arctic cold, for a number of hours equal to caster's level. The second effect provides partial immunity to unnatural or unusual effects that can be used as attacks: For a number of rounds equal to the caster's level, the caster takes only half damage from normal or magical fire, or from cold-based attack forms. The third effect of the Legacy allows the caster to adjust the temperature in the area upward or downward by as much as 20 degrees; the area affected has a maximum radius of 10 yards, and the effect lasts for a number of rounds equal to three times the caster's level.

None of the effects of the Legacy are cumulative with other uses of the Legacy, though they can be cumulative with spells of similar effects.

Detriment: The character suffers from personal temperature extremes. At times, the character's flesh feels cold, the Afflicted sprouts fur and shivers, and cold breezes emanate from the character to affect those nearby. At other times, the character's flesh feels hot, the Afflicted sheds fur or hair or scales, and hot breezes emanate from the character to affect those nearby. Changes between the two states are relatively slow, taking as much as a day, while the different states might last for as long as a week.

Translate

Ability Score: Strength

Description: When this Legacy is activated, the character can speak, understand, read, or write in any other language, for a number of rounds equal to twice his or her level. This can include modern or ancient languages. With activation, the caster must name the language to be translated, so if the language is coded, or completely unknown to the character, the *Translate* Legacy cannot be used.

Detriment: The Afflicted constantly changes form, transforming from the physical appearance of one race to that of a similar race (a PC could acquire the physical form of any other PC race). Tails and wings are neither lost nor gained during transformation.

The character gains none of the special abilities of the other race, and loses none of his or her normal abilities. For example, a lupin transforming into a phanaton grows gliding membranes, but cannot glide. Similarly, a rakasta transforming into a human loses his or her claws, but can still cause the same damage with a clawing attack. Each transformation takes several days but the form acquired lasts more than two days.

In addition, at random intervals, the character speaks or writes in another language, without conscious control or effort. Sometimes, this is only for a few words. At other times, it lasts for a few sentences, or for all communication over the course of an entire hour.

Unlock

Ability Score: Wisdom

Description: With the activation of this Legacy, the caster gains a chance to open any lock. The chance is equal to 20%, plus 5% per level of the caster, to a maximum of 95% total. The lock to be opened must be touched. If the caster's percentage roll is successful, the lock springs open instantaneously.

Detriment: The Afflicted's fingers (on one or both hands) double in length, and acquire an extra joint at the end. This extra joint takes on the shape of a lockpicking device. When the Legacy is activated, the Afflicted uses these organic lockpicks to open the lock, with the same percentage as normally granted. At all other times, the Afflicted is unable to use these growths to pick locks, even if the character has the rogue skill of opening locks.

War Cry

Ability Score: Wisdom

Description: The individual with this Legacy can issue a loud cry with a range equal to 10 yards per level of the caster, to a maximum of 150 yards. Within that range, opposing monsters must immediately make a morale check. Failure means they panic and flee. Player characters (and all others without morale ratings) must roll a saving throw vs. paralyzation. An opponent who succeeds suffers no ill effects from the *War Cry*, but one who fails suffers a loss of courage and cannot attack for 1d4 rounds. Individuals immune to magical fear are susceptible to *War Cry*, because its effects are based on sonic wavelengths as well as magic.

Detriment: In most cases, the Afflicted's mouth becomes very large. In some Afflicted, the mouth changes to become trumpet-shaped, with the teeth exposed in a ring around the inside. The character's jaw parts are immovable, and the individual cannot eat solid food unless it is finely chopped.

Weaken

Ability Score: Constitution

Description: Using this Legacy, the caster can weaken any other living being within 10 yards. The caster need not see the target, but must aim the Legacy's effect at a specific area, and the Legacy affects the individual closest to that place. The target individual can make a saving throw against spells to completely avoid the Legacy's effects. If the saving throw fails, the target suffers the loss of Strength. An individual who has a Strength score is reduced to a Strength of 5 and suffers penalties of –2 to melee attack rolls and –1 to damage rolls. A being without a rated Strength suffers a penalty of –2 to attack rolls, and a –1 penalty for each die of damage normally inflicted (though each die still causes a minimum of 1 hit point of damage).

Detriment: The character looks very weak. Though the Strength score is unaffected, the character seems to have no muscle tone, and looks emaciated.

Weapon Hand

Ability Score: Intelligence

Description: When this Legacy is activated, one of the caster's hands changes shape to resemble a normal melee weapon that can be wielded in one hand. Any weapon is possible, from a sword to a hammer to a whip. The weapon form is selected by the caster when the Legacy is first acquired, and it manifests the same each time the Legacy is activated.

The weapon has most of the properties of a normal weapon of that type, such as hardness and sharpness. But it looks like the character's normal flesh. Regardless of the weapon's form, it causes 1d8 damage per attack, and it is not considered a magical weapon in any way. The transformation lasts for a number of rounds equal to the caster's level. It is possible for the caster to use the Legacy twice to transform both hands into weapons.

Detriment: An Afflicted always has one hand in the shape of a weapon. The flesh of this hand is as soft as normal flesh, and cannot be used as a weapon except when the Legacy is activated, though most can be used to punch as a normal fist. But the hand can no longer be used for manipulation, except to shove things around, or perhaps hit them.

Webcasting

Ability Score: Strength

Description: When this Legacy is activated, the character assumes a demispider form: An extra eye appears at each temple, the fingers and thumbs acquire an extra joint, and two fangs grow in the character's mouth. The new eyes cannot see, and the change in the fingers grants no advantage or ability, but the fangs can be used to bite for 1d2 damage (or an additional 1d2 damage if the character already has a bite attack). A caster who normally has no bite attack suffers a nonproficiency penalty to attack rolls with the bite.

In addition to these transformations, spinnerets appear in the palms of the character's hands. With each activation, the caster can generate a 10-foot strand of webbing from each of the two spinnerets. With a normal attack roll, the caster can attack with a web strand as if it were a lasso (see Chapter 5). The web can instead be cast to wrap around an item, requiring the caster to either touch that item or roll an attack roll against an Armor Class determined by the DM and based on the item's size. Smaller items have a lower Armor Class, and AC varies from 10 for a human-sized or larger item, to AC 1 for an item that could be held in the palm of a normal human hand. The web is strong enough to support about 400 pounds.

The transformation, and the abilities to bite and cast webs, last for a number of rounds equal to twice the caster's level.

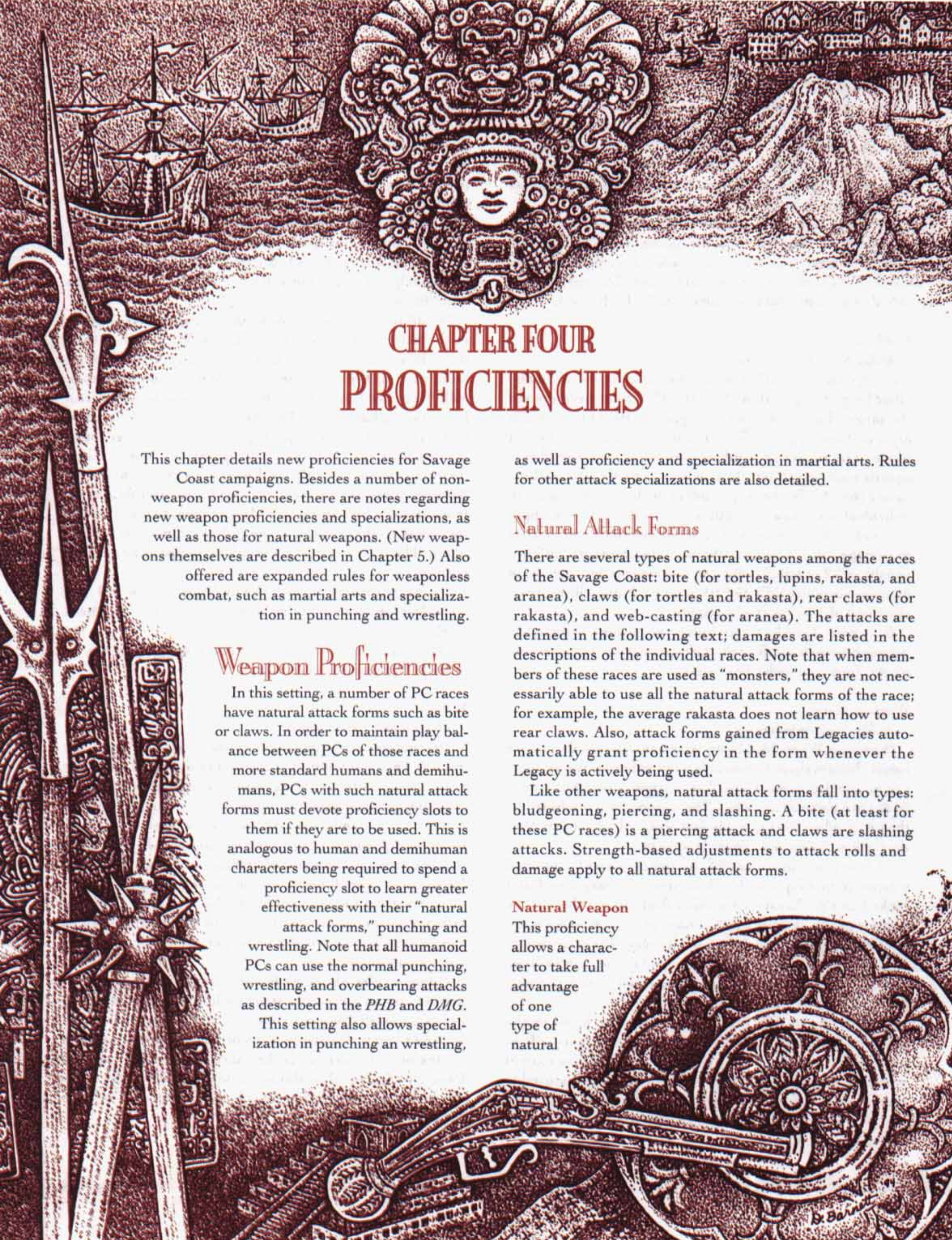
Detriment: The Afflicted acquires demispider form, as described previously, permanently.

Wind

Ability Score: Constitution

Description: The caster can generate a wind from the mouth. This wind moves at a speed of about 30 miles per hour, and is sufficient to extinguish candles, torches, and other unprotected flames. Protected flames (such as those in lanterns) dance and have a 5% chance per level of the caster to be extinguished. Large fires are fanned 1d6 feet in the wind's direction. The speed of flying creatures is reduced by 50%. Vapors, small items, and levitating beings (or those using the *Float* Legacy) are moved by the wind. The wind lasts for a number of rounds equal to the caster's level, or can be split into short gusts, one per round for a number equal to the caster's level.

Detriment: The Afflicted's features appear windswept, as if affected by an incredibly strong wind: The nose tilts, the eyes are a small distance to one side from where they should be, and the mouth's shape is distorted. In addition, a small vortex of wind surrounds the character, causing hair and loose clothing to whip about constantly. Small, light items are sometimes blown from pouches or backpacks, or from the character's grasp.



CHAPTER FOUR
PROFICIENCIES

This chapter details new proficiencies for Savage Coast campaigns. Besides a number of nonweapon proficiencies, there are notes regarding new weapon proficiencies and specializations, as well as those for natural weapons. (New weapons themselves are described in Chapter 5.) Also offered are expanded rules for weaponless combat, such as martial arts and specialization in punching and wrestling.

Weapon Proficiencies

In this setting, a number of PC races have natural attack forms such as bite or claws. In order to maintain play balance between PCs of those races and more standard humans and demihumans, PCs with such natural attack forms must devote proficiency slots to them if they are to be used. This is analogous to human and demihuman characters being required to spend a proficiency slot to learn greater effectiveness with their "natural attack forms," punching and wrestling. Note that all humanoid PCs can use the normal punching, wrestling, and overbearing attacks as described in the *PHB* and *DMG*.

This setting also allows specialization in punching an wrestling, as well as proficiency and specialization in martial arts. Rules for other attack specializations are also detailed.

Natural Attack Forms

There are several types of natural weapons among the races of the Savage Coast: bite (for tortles, lupins, rakasta, and aranea), claws (for tortles and rakasta), rear claws (for rakasta), and web-casting (for aranea). The attacks are defined in the following text; damages are listed in the descriptions of the individual races. Note that when members of these races are used as "monsters," they are not necessarily able to use all the natural attack forms of the race; for example, the average rakasta does not learn how to use rear claws. Also, attack forms gained from Legacies automatically grant proficiency in the form whenever the Legacy is actively being used.

Like other weapons, natural attack forms fall into types: bludgeoning, piercing, and slashing. A bite (at least for these PC races) is a piercing attack and claws are slashing attacks. Strength-based adjustments to attack rolls and damage apply to all natural attack forms.

Natural Weapon

This proficiency allows a character to take full advantage of one type of natural attack form. (For example, a lupin with this proficiency could attack with a bite, without suffering a nonproficiency penalty. Other lupins would incur a nonproficiency penalty when biting.) If the character wishes to use two attack forms, such as claws and bite, two weapon proficiency slots must be spent. However, if the race's natural attack form is with two claws, the character need spend only one slot to gain full use of both claws in the same round. (For example, a rakasta can take one weapon slot for a bite attack, and a second slot for a claw attack, with the second slot allowing the rakasta to attack with two claws in the same round at no penalty.)

Note: The rakasta also have a special weapon unique to the race—war claws. Characters gain the war claws proficiency for free by taking the natural weapon proficiency for claws. A **bite** attack requires characters to close their jaws on a portion of an opponent's anatomy. (In some situations, the person biting might suffer damage as well, due to special properties of the victim.) **Claw** attacks are made by slashing an enemy with claws on the hands. **Rear claw** attacks can be made only if the attacker has grappled with an opponent, or otherwise grasped the defender with both hands (such as by making two successful claw attacks and holding on). In order to make a rear claw attack, characters draw their feet up and use their claws to savage the enemy. Of course, a rear claw attack cannot be made if the character is wearing footwear that covers the claws of the foot.

A **web-casting** attack is made exactly like a lasso attack, with the same results, and indeed is the same proficiency, but uses webbing instead of a lasso. Only aranea can make a web-casting attack. The nonweapon proficiency of rope use provides a character with web-casting a bonus, just as it does someone with the weapon proficiency of lasso. It takes 20 feet of webbing to immobilize a medium-sized creature, about half that for a small or tiny creature, and about twice that for a large creature. A lesser amount can be used to capture or entangle an opponent. Strands can be cut easily (requiring only two hit points of damage), and can be broken by a successful "open doors" roll.

Special Attack Forms

Several special weapon maneuvers are described in the *PHB* and the *Complete Fighter's Handbook.* Two of these maneuvers—attacking with two weapons and disarming—are worth discussing here, because of their popularity on the Savage Coast, especially among the Swashbucklers of the Savage Baronies. In addition, another proficiency, "quick draw," is described here as well. It is especially useful in dueling, also a popular pastime in the area.

Any character can use the disarm maneuver, and any warrior or rogue can fight with two weapons as described in Chapter 9 of the *PHB.* Fighting Monks priest and Militant wizards can also fight with two weapons. By spending a weapon proficiency slot, a character can also acquire the quick draw proficiency or specialization in two-weapon fighting style.

Disarm

This is a variation of the rules for attacking to hit a specific target, as described under "Hitting a Specific Target" in Chapter 9 of the *DMG.*

Intent to disarm must be declared before initiative is rolled. The maneuver can be used to dislodge any item held in one hand of a target. Just as with other called shots, the character attempting to disarm receives a +1 penalty to the initiative roll and a –4 penalty to the attack roll. The attack is made against the target's normal Armor Class.

If the attack is successful, the dislodged item flies 2d6 feet from the target's hand (unless some special factor prevents this). To determine the direction in which the item moves, relative to the attacker, roll 1d6, with results as follows: 1, straight ahead of the attacker; 2, ahead and right; 3, behind and right; 4, straight behind; 5, behind and left; 6, ahead and left.

(Other disarming maneuvers, as well as many details on called shots in general and specific, can be found in the *Complete Fighter's Handbook.*)

Two-Weapon Style Specialization

As mentioned, any warrior or thief can wield two weapons at the same time. As explained in the *DMG,* the character normally suffers penalties of –2 with the main weapon, –4 with the second weapon. In addition, only a few weapons can be used as a second weapon. Using a second weapon provides the character with only one extra attack per round, barring *haste* and other similar magic, regardless of how many attacks the character can normally make.

Note that, at least in this setting, punching or martial arts can be used as a "second weapon," though the latter can be used in this way only if the character is specialized in martial arts.

A warrior or rogue, or any Swashbuckler, Fighting Monk, or Militant can specialize in two-weapon style by spending one weapon proficiency slot. Proficiency checks are never required for the use of the skill.

If the character acquires two-weapon style specialization, attacks made with two weapons suffer lesser penalties: 0 with the primary weapon, –2 with the secondary weapon. A character with this proficiency who is also ambidextrous (as determined by the DM, or purchased at the cost of a proficiency slot of any type—though never requiring a proficiency check) suffers no penalties for either weapon.

In addition, characters with this specialization can use two weapons of the same size. The weapons can both be used for the same maneuver, or for different maneuvers (such as one striking and the other disarming). If used for different maneuvers, each receives a –1 penalty to its attack roll.

Quick Draw

The quick draw proficiency is available to anyone able to choose nonweapon proficiencies from either the warrior or the rogue group. It allows a character to more quickly use a ranged weapon during combat. The ability costs one proficiency slot and can be purchased as either a weapon proficiency *or* nonweapon.

A successful Dexterity check is required for use of this proficiency. If the check fails, the character fails to perform a quick draw in that round, but suffers no other adverse effects. On the other hand, if the check succeeds, the character gains a –2 bonus on individual initiative, if firing a bow, crossbow, or firearm of any type. If individual initiatives are not being used, the character still gains the bonus, acting two steps earlier than others on his or her side of the conflict. (Obviously, then, this is important only if the difference between initiatives for the two sides is 2 or less.)

A character with this proficiency, who is also specialized in the use of a bow, crossbow, or firearm, can still fire first in a round, before initiative is rolled, if the character has an arrow nocked and drawn, or a crossbow or firearm that is loaded and cocked, and a target in sight. In this case, the –2 initiative bonus applies to the character's next shot, if the character gets a second shot in the same round, given the weapon type and the situation.

Weaponless Attacks

Punching and wrestling rules are detailed in Chapter 9 of both the *PHB* and the *DMG*. Anyone can use punching or wrestling without the expenditure of a proficiency slot, or can specialize in either by spending one weapon proficiency slot. The martial arts system described below in brief is condensed from the *Complete Fighter's Handbook* and the *Complete Priest's Handbook*. By spending one weapon proficiency slot, any character can acquire the ability to use martial arts. Spending a second weapon proficiency slot gives the character specialization in martial arts.

In the Savage Coast campaign, any character can specialize in more than one type of unarmed combat. Typically, however, only Nobles specialize in punching, and few people besides Fighting Monks specialize in more than one unarmed combat style. Some Savages and Traders specialize in wrestling, which is used to prove battle prowess without causing lethal damage.

Note that a character who carries a weapon in one hand and nothing in the other can punch with the empty hand, with the same penalties as for using a second weapon. A character specialized in martial arts, who wields a weapon in one hand and carries nothing in the other, can make a martial arts attack in addition to the weapon attack. As with punching, the character suffers penalties for the second attack.

A character with natural weapons, like claws, causes no additional damage when making an unarmed attack. Natural weapon attacks are considered separately. For example, a rakasta punches with the claws turned inward, so cannot cause extra claw damage when punching.

Punching Specialization

A character specialized in punching gains a +1 bonus on punching-attack rolls, a +1 to all damage done while punching, and a +1 bonus on the Punching and Wrestling Results table. The chart bonus reflects the character's superior accuracy. While most characters' rolls on the punching results table determine which maneuver is made, the +1 table bonus allows the specialized character to choose from the rolled result or either result within one space of it (in other words, the result directly above or below it on the table).

Wrestling Specialization

A character specialized in wrestling gains a +1 bonus on wrestling attack rolls, a +1 to all damage with wrestling (including damage per round of a continued hold), and a +1 bonus on the Punching and Wrestling Results table. The table bonus operates exactly like that for punching.

Martial Arts: Torasta

The martial arts described here belong to a sort of "generic" style. In most places on the Savage Coast, the skill is called *torasta,* and it is usually acknowledged to be a combination of ancient tortle and rakasta unarmed combat styles.

At its basic level, torasta is used just like punching or wrestling. Torasta combat occurs when a character attacks with bare hands, feet, or head. No weapons are used in torasta attacks, but the character can hold a weapon in one hand—though not both—while using this martial arts style with the other. If a torasta attack is made in the same round as a weapon attack, it is treated as if the character were attacking with two weapons. Even if one hand is occupied with something other than a weapon, the character takes penalties to the torasta attack as if it were an attack with a second weapon.

When making a torasta attack, the martial artist makes a normal attack roll against the target's Armor Class. An attacking character who wears armor suffers from the armor modifiers for wrestling, as detailed in Chapter 9 of the *PHB* and *DMG*. Any other modifiers to the attack roll—such as those from Strength or from using martial arts as a second attack—apply normally.

If the attack roll is successful, consult Table 4.1 for its results. Damage modifiers for Strength apply to torasta attacks.

Martial Arts Specialization

The torasta specialist gains a +1 bonus to attack rolls with torasta, +1 to damage rolls with torasta, and a +1 bonus on the Torasta Results table.

Continuing Specialization

Fighting Monks can continue specialization in any form of unarmed combat. Honorbound can continue specialization in martial arts; those who operate as duelists can continue specialization in punching; and Nobles can continue specialization in punching. These characters are the only ones who can continue specialization in unarmed combat styles. In the Savage Coast campaign, a character can devote multiple slots per level to continued specialization, if desired.

Table 4.1: TORASTA RESULTS

Roll	Maneuver	Damage	%KO
20+	Head punch	3	15
19	High kick	2	10
18	Vitals kick	2	8
17	Vitals punch	2	5
16	Head bash	2	5
15	Side kick	1	3
14	Elbow shot	1	1
13	Body punch	1	2
12	Low kick	1	1
11	Graze	0	1
10	Body punch	1	2
9	Low kick	1	1
8	Body punch	1	2
7	Knee shot	1	3
6	Side kick	1	5
5	Head bash	2	10
4	Vitals punch	2	10
3	Vitals kick	2	15
2	High kick	2	20
1	Head punch	3	30

The roll is the modified attack roll; the %KO is the percentage chance that the maneuver has to knock out the target; maneuvers are described in the following text.

Body punch: This is a straightforward punch into the target's stomach or chest.

Elbow shot: The attacker plants an elbow in the target's chest, side, or stomach.

Graze: This begins as another maneuver, but does not land firmly, and merely grazes the target.

Low kick: A kick to the target's leg or thigh.

Head bash: The attacker slams his or her forehead into the target's face.

Head punch: This is a good, strong blow with the fist, to an enemy's head, particularly the jaw.

High kick: The attacker kicks the target in the upper body: stomach, chest, back, or shoulder.

Knee shot: The attacker brings a knee up into the target's stomach or thigh.

Side kick: This maneuver indicates that the attacker has time to prepare and launch a very powerful sideways kick (perhaps at the end of a cinematic leap).

Vitals kick: The attacker kicks the target at some vital point: groin, kidney, neck, solar plexus, etc.

Vitals punch: The attacker puts a fist into a vulnerable point, as listed under vitals kick.

Continuing specialization requires the expenditure of one additional weapon proficiency slot per level of specialization. For each additional slot spent, the character gains a +1 to attack rolls with the chosen combat style, a +1 bonus to all damage with the combat style, and an additional +1 bonus on the appropriate attack results table. (For example, a character with a +2 chart bonus could choose the maneuver rolled, or either of the two above it, or either of the two below it.)

Table 4.2: SPECIALIST ATTACKS/ ROUND

Level	Boomerang	Belt pistol	Horse pistol
1-6	2/1	1/1	1/2
7-12	3/1	3/2	1/1
13+	4/1	2/1	3/2

Weapon Specialization

In Savage Coast campaigns, only a single class fighter can specialize in the use of a weapon, unless a kit allows otherwise. They can specialize in the use of more than one weapon, if they care to devote the slots to the skill. In other ways, specialization is treated just as in the *PHB*, with the addition of new weapons presented for the setting.

A character with natural weapons can specialize in bite and/or claw. These specializations are treated exactly like melee weapon specialization. Since claw proficiency already allows the character two attacks per round, this translates to an extra attack per round, beyond those indicated in Table 4.2: Specialist Attacks per Round.

Lasso (or web-casting) specialization is also possible in the Savage Coast campaign. The specialist gains the normal +1 to attack rolls and +2 to damage rolls; this damage bonus applies to all damaging effects except for strangulation (if a target is suspended with a lasso). A web-casting specialist can make two attacks in the same round, if able to generate a web from each hand). Specialization does not otherwise grant extra attacks.

Boomerang specialization grants additional attacks, as indicated in Table 4.2. Specialization in throwing stones is treated like dagger specialization in regard to number of attacks allowed.

Fighters, Swashbuckler warriors and rogues, and duelist Honorbound can specialize in the use of the wheellock belt pistol or horse pistol. Such a specialist gains the point-blank range category, like that of a bow or crossbow specialist, except with a range of six to 15 feet. The effect is a +2 bonus to attack rolls at point-blank range. No additional damage is caused, unless the character's bullets have a magical bonus. The number of shots allowed per round is shown in Table 4.2. As with bow or crossbow specialization, specialization in wheellock pistols allows a character to fire at the beginning of a round, before initiative rolls, if the pistol is loaded and cocked and a target is in sight.

Nonweapon Proficiencies

Some of the proficiencies detailed here are adapted from other sources. In the case of any disagreements, descriptions in this book take precedence. Table 4.3 lists new nonweapon proficiencies available, according to group, along with the slots required for each proficiency, its relevant ability, and modifiers applied to that ability to determine the score for the proficiency.

Proficiency Descriptions

Details regarding the use of each new nonweapon proficiency follow. For convenience, the group to which the proficiency belongs is listed in parentheses after the proficiency's name.

Acting (Rogue, Warrior)

Characters with this proficiency have the ability to portray a role and to speak clearly and deliberately, conveying message in both words and manner. This allows them to make a living on the stage, but can also be used to assume a false identity or to fake emotions.

Generally speaking, a proficiency check is required only for a difficult role or an unrehearsed one performed on short notice. A successful proficiency check can dupe unsuspecting individuals, making the user appear genuine, though further actions can create suspicions and force new checks.

If the character is disguised with magic or by someone else with the disguise proficiency, the character's acting checks receive a –1 bonus to the rolls. If the character has the disguise proficiency as well as the acting proficiency, proficiency checks for both acting and disguise are made with a –1 bonus.

Alchemy (Wizard)

This proficiency grants its owner a basic chemical knowledge, both with alchemical compounds and the equipment used to manipulate them. It does not allow the user to create magical potions, but it does permit the individual to analyze and identify potions, poisons, and other substances, given the proper tools (alembics, retorts, burners, etc., not the sort of things normally carried around). A successful proficiency check is required for proper identification.

Given the proper tools, a character with this skill can create an antidote to a particular poison. A sample of the poison, or of the blood of the poisoned individual, is required for analysis. A failed check means that particular poison eludes the knowledge of the alchemist. Current theory holds that all poisons are relatively unique, so an antidote for the poison from the sting of one wyvern might not work for that of another. Antidotes can be created relatively quickly (1d10 rounds) but must be used immediately, since their efficacy diminishes within a matter of minutes. If stabilizing agents exist that allow antidotes to survive for a long time, they are tightly held secrets of professional alchemists.

An alchemist of the Savage Coast also acquires the knowledge required to make smokepowder, including the correct ratio of vermeil and steel seed required (about 2 to 1), and the amount of time required (approximately an hour per ounce, to properly heat and mix the ingredients).

If alchemy is learned from an Inheritor, it also includes the recipe for the base liquid needed to make crimson essence. An Inheritor teaches this recipe only to other Inheritors; teaching it to anyone else is grounds for being declared a renegade.

Table 4.3: Nonweapon Proficiency Groups

General Proficiency	Slots	Ability	Modifier
Alertness	1	Wis	+1
Boating	1	Wis	+1
Glassblowing	1	Dex	–1
Legacy lore	1	Int	–1
Metalworking	1	Dex	0
Observation	1	Int	0
Poetry	1	Int	–2

Priest Proficiency	Slots	Ability	Modifier
Ceremony	1	Wis	0
Curse lore	1	Int	–1
Storytelling	1	Cha	0
Veterinary healing	1	Wis	–3

Rogue Proficiency	Slots	Ability	Modifier
Acting	1	Cha	–1
Animal noise	1	Wis	–1
Fast–talking	1	Cha	Special
Fortunetelling	2	Cha	+2
Information gathering	1	Int	Special
Intimidation	1	Special	Special
Looting	1	Dex	0
Storytelling	1	Cha	0
Trailing	1	Dex	Special

Warrior Proficiency	Slots	Ability	Modifier
Acting	1	Cha	–1
Animal noise	1	Wis	–1
Dueling	1	Cha	0
Gunsmithing	2	Int	–3
Intimidation	1	Special	Special
Military tactics	2	Int	0
Redsmithing	2	Int	0
Veterinary healing	1	Wis	–3
Weaponsmithing, crude	1	Wis	–3

Wizard Proficiency	Slots	Ability	Modifier
Alchemy	2	Int	–3

Alertness (General)

Characters with this proficiency are exceptionally attuned to the surroundings, and are able to detect disturbances and notice discrepancies. A Successful proficiency check reduces such a character's chances of being surprised by 1.

Animal Noise (Rogue, Warrior)

Sometimes known as mimicry, this proficiency enables a character to imitate noises made by various animals, as well as other small sounds. Such sounds are often used to signal others without alerting enemy forces. A successful proficiency check means that only magic can distinguish the mimicry from that of the real animal. A failed check means the sound varies slightly from what it is intended to mimic. But even if the check fails, not everyone who hears the sound knows it for a fake. Those familiar with the sound being imitated recognize the fake automatically; other listeners might require a Wisdom check to detect it.

Boating (General)

With this proficiency, a character can pilot any small water craft no longer than 35 feet, such as a canoe or raft, operating it at maximum speed. Such craft are usually paddled, though some have light sails. The skill also allows the character to make minor repairs and improvements in water craft, such as waterproofing them and patching holes.

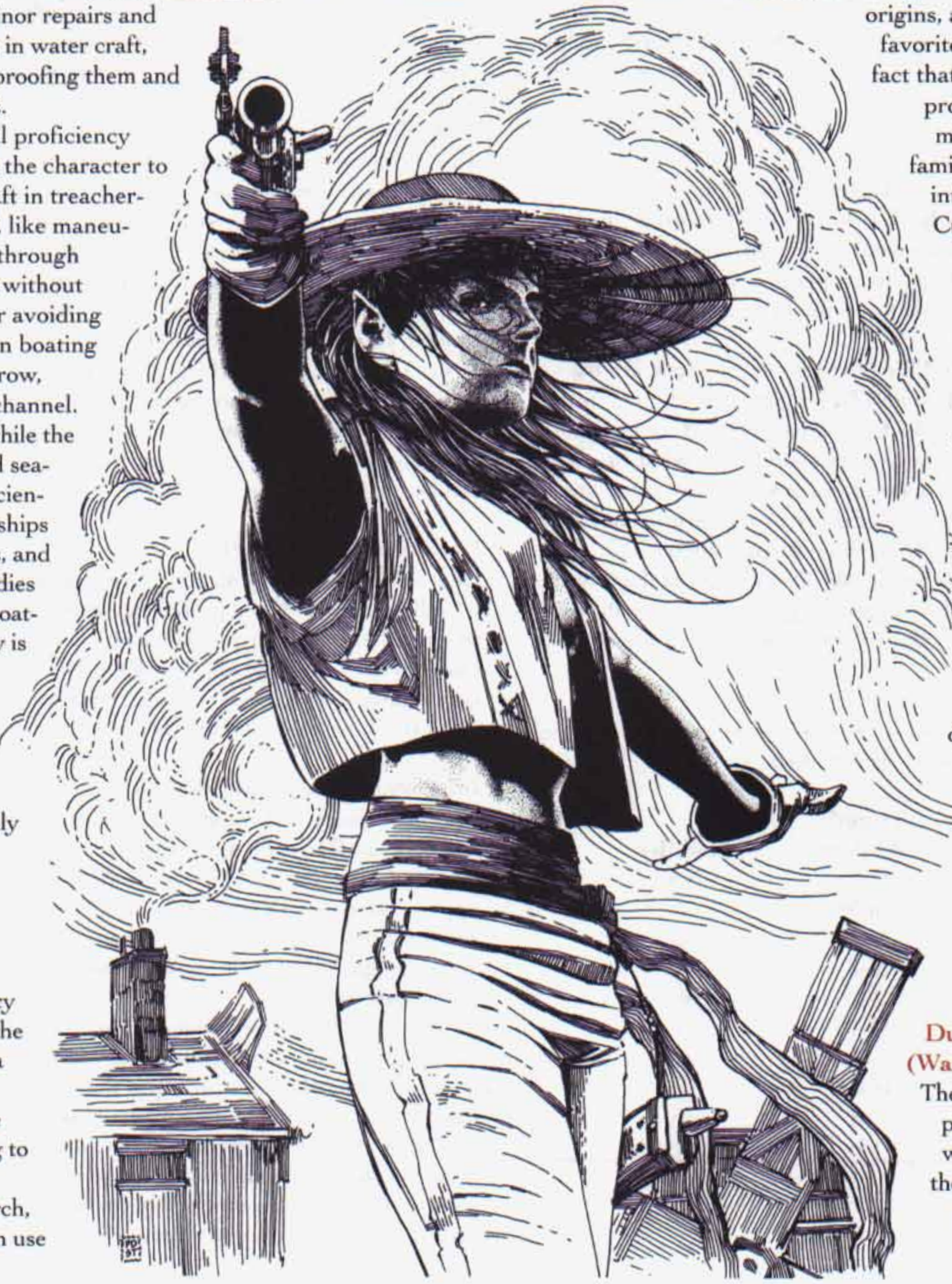
A successful proficiency check enables the character to handle the craft in treacherous situations, like maneuvering a boat through choppy water without capsizing it, or avoiding collisions when boating through a narrow, rock-choked channel.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers or lakes, or on oceans close to shore, usually on relatively calm waters.

Ceremony (Priest)

This proficiency indicates that the character has a basic understanding of the rituals pleasing to a particular immortal, church, or cult, and can use them to advantage. This also means the individual might know enough to fully despoil an enemy's temple, if so desired.

Priests automatically have the ceremony ability for their own church, should they have a specific Immortal or faith. Characters can take additional ceremony proficiencies for other Immortals, without offending their own, providing they use the knowledge to advance the cause of their chosen Immortal.



Curse Lore (Priest)

Characters with this proficiency have a fairly precise knowledge of the Red Curse, its effects, and its manifestations. They know all the legends of the Red Curse's origins, and probably have a favorite. More useful is the fact that they know the true properties of the land's magical materials, are familiar with how magic interacts with the Red Curse, and are able to understand divinations more clearly (see Chapter 6). With a successful proficiency check, such a character can recognize the stages of the Red Curse's manifestation, and can determine how far into the process someone is. The character can also determine the accuracy of a newly acquired piece of knowledge about the Red Curse, assuming a successful proficiency check is made.

Dueling (Warrior)

The dueling proficiency provides its possessor with knowledge of all the rules of dueling for the different nations and states of the

Savage Coast. This applies to duels with pistols, swords, and other weapons, and even martial arts. The character can mediate duels, and never makes a rules misstep when participating in one. (Suggested game mechanics for dueling are covered in Chapter 7. Samples of dueling regulations of different cultures are described in the *Lands of the Savage Coast* book.)

Characters with this proficiency are also very calm and collected during a duel. Those who make a successful proficiency check can stare down an opponent for a full round and shake that opponent's resolve. The opponent suffers a –2 penalty to his or her next attack roll. In addition, opponents with the quick draw proficiency suffer a +2 penalty to their next roll to use that skill. As an exception to these penalties, opponents who possess the dueling proficiency can make a Wisdom check to avoid its effects when it is applied against them.

Fast-Talking (Rogue)

Fast-talking is the art of distraction and conning. If a successful proficiency check is made, the fast-talker perpetrates the attempted scam without trouble. If the proficiency is used against a player character, and the check is successful, whatever the fast-talker says sounds reasonable to the PC.

Modifiers to the roll for the proficiency check are based on the target's Wisdom and Intelligence, as shown on the accompanying chart. The DM can also introduce modifiers according to the difficulty or plausibility of what the fast-talker is attempting to achieve. All modifiers are cumulative. Targets with Intelligence of three or less are so dim that attempts to fast-talk them fail automatically because they cannot follow what is being said (but creatures that stupid are easy to fool in other ways). Targets with an Intelligence of 20 or more, or a Wisdom of 19 or more, are impervious to fast-talking.

Table 4.4: FAST-TALKING MODIFIERS

Target's Intelligence	Target's Wisdom	Modifier
3 or less	—	NA
—	3 or less	–5
4-5	4-5	–3
6-8	6-8	–1
9-12	9-12	0
13-15	13-15	+1
16-17	—	+2
18	16-17	+3
19	18	+5
20+	19+	NA

Fortunetelling (Rogue)

This proficiency includes knowledge of a variety of methods of divination, most fake. The character with fortunetelling is familiar with numerous devices and methods, such as cards, palm reading, interpreting the flight of birds, and so forth—or at least the character is familiar enough with these practices to seem an authentic soothsayer.

In this campaign, some predictions by such characters are accurate, though the proficiency confers no magical powers. If the proficiency check is a 1 or 2, the character using the skill has a flash of insight, and is able to make an accurate prediction based on the method used. If the check succeeds with any other number, the character simply invents a prediction that the client believes. If the check fails, any prediction made is not believed by the client. Note that fast-talking modifiers can be applied with the fortunetelling proficiency if the DM prefers.

Glassblowing (General)

This proficiency indicates that the character is trained in the craft of glass-blowing, and can make a comfortable living at the task, given the proper materials. The skill allows the user to make unique, hand-crafted items, as well as more traditional bottles or windows. Large sheets of glass are all but unknown on the Savage Coast; windows are made of smaller, hand-crafted pieces. The character also knows the basics of cutting and etching glass, and can perform these tasks with a +4 penalty to the roll for the proficiency check.

This proficiency cannot be taken by characters of primitive tribes, until those characters reach an area where they can learn glassblowing.

Gunsmithing (Warrior)

Characters with this proficiency are able to build and repair wheellock pistols. If the proficiency check for building fails, the pistol has some error that causes it to explode the first time it is used, causing 1d8 damage to the user. If a check for repair fails, the character breaks something in the firearm being fixed, necessitating two successful checks to repair it.

Information Gathering (Rogue)

This proficiency is the ability to gather information, usually from the underworld, and commonly in regard to roguish jobs and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the low-life of the area; the character can gather twice as many rumors as other characters in the same situation.

With a successful proficiency check, specific information about a person or place can be gathered. The DM can modify the proficiency check according to the specificity of information desired. Reaction adjustments based on Charisma can also affect the check, provided the situation requires the character to talk with people during the search. Membership in a guild or other organization gives the skill user a –2 bonus to proficiency check die rolls, because the character can gain information from connections in this organization.

Since this proficiency depends on a network of informants and contacts, characters using it are at a disadvantage when trying to gather information outside their regular base of operations (a neighborhood of a city, a town, or a whole province in some cases). Outside this territory, a proficiency check is required for such a character to hear rumors, and gathering information incurs a penalty of +3 to die rolls for proficiency checks. The DM can increase the penalty for truly foreign areas.

Whenever a proficiency check is required for information gathering, the gatherer must make a small investment for drinks, bribes, or other incentives. This money is spent whether or not the proficiency check is successful. A total of 1d10 gp is typical; if this amount is not spent, an additional +3 penalty to the roll is added.

Characters can continue searching for rumors if they fail at first, and they can make a new proficiency check each day. The DM may choose to modify the character's chances of success as a result.

Intimidation (Warrior, Rogue)

By using this proficiency, a character can bully or otherwise influence others through force or threat of it. The skill is ineffective against PCs, or against NPCs of 5th level or higher. The DM can apply modifiers for particular situations (such as when a low-level ruler is surrounded by guards and supporters).

The character can use either Strength or Charisma to determine the score for this proficiency, with a –2 modifier. If Strength is used, the character is threatening immediate, personal bodily harm; if Charisma is used, the intimidation consists of more subtle threats.

If the proficiency check is successful, the target NPC is convinced that the character is ready and able to make life miserable for him or her.The NPC will act according to the PC's wishes for a short time, but might harbor resentment and plan revenge. A failed proficiency check indicates that the intimidation attempt results in a curt rebuff at best, or a call to combat at worst.

Legacy Lore (General)

Legacy lore is similar to the spellcraft proficiency. If its owner sees the manner in which a Legacy is used, or any transformational or detrimental effects of the Legacy, the character has a chance to identify the Legacy. A successful proficiency check is required for correct identification (though a failed check might still come close to identifying the Legacy used). With a second successful proficiency check, the character can remember some of the details about the Legacy identified, such as duration or approximate damage. If the character happens to have the same Legacy, or a closely related one, the check is made with a –3 bonus to the die roll. This proficiency also provides a bonus when a caster attempts certain divination spells (see Chapter 6).

Looting (Rogue)

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, if a character had only about two minutes to ransack a room before guards arrive, a successful proficiency check would allow the character to recognize and take the most valuable combination of items available, given space and time limitations.

Metalworking (General)

Characters with this proficiency can work artistically in silver, copper, gold, tin, brass, and other soft metals. They produce beautiful and useful metal items, such as oil lamps, vases, trays, and the like. They can also construct lovely jewelry.

A successful proficiency check results in an item of high quality. Failure may indicate that the character has fashioned something ugly. More often, failure means the item still looks pleasing, but is somehow flawed or fragile and fails when put to the test.

Characters with an artistic ability proficiency that relates to metalworking gain a –1 bonus to rolls for metalworking proficiency checks. While metalworking allows characters to mold iron or steel with some deftness, it does not grant them the ability to make effective weapons, armor, or tools. Metalworkers can attempt to repair nonmagical armor made of metal, but a failed proficiency check results in destruction of the armor (people seeking armor repair should visit an armorer). A metalworker can add engraving and inlays to armor.

Inheritors with this ability also learn the correct ways to manipulate and shape cinnabryl.

Military Tactics (Warrior)

Characters with this proficiency are well trained in the concepts of military organizations and performance, such that they can interpret the movements of enemy forces and plan accordingly. To properly use this proficiency, a character must have accurate data as to the nature of the enemy force, either from magical scrying or mortal spies. This applies whether dealing with a band of marauding orcs or an enemy army or fleet.

When using this proficiency (with accurate data), the character gains a "double-check" to any plans, be they invasion or ambush. The DM makes a proficiency check in secret; if it succeeds, the DM should suggest a few ways to make the plan work better (though the player can reject advice as desired). A failed check means the DM can be silent on the matter, encourage a faulty plan, or even make more foolish recommendations.

Observation (General)

Possession of this proficiency means a character has exceptional observational powers If something is askew, the DM should secretly make an observation proficiency check for the character. A successful check means that the character notices something out of place.

This proficiency can be used to increase a character's chance to find secret or concealed doors by 1 in 6.

Poetry (General)

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital. For composition of original poems, a successful proficiency check indicates above average quality.

Redsmithing (Warrior)

Characters with this proficiency are able to shape cinnabryl and red steel into useful shapes. This ability is necessary in the production of weapons and other items of red steel, so such a character is often in high demand, and usually finds it easy to make a living as a redsmith.

This proficiency includes thorough knowledge of cinnabryl and red steel, such as how those substances are affected by heat and pressure. The character is familiar with the forms of cinnabryl talismans and amulets, and is often necessary as at least an advisor in their production.

Storytelling (Priest, Rogue)

This proficiency grants the ability to captivate an audience with stories, making moral points, bringing humor, and enchanting the audience with a tale. It does not allow an individual to draw a group from other actions just to listen, nor to prevent them from reacting if the tale is interrupted. It simply enables a character to tell stories well, and perhaps even make a living at it. Some societies, especially the primitive cultures of the Savage Coast, hold storytelling in high regard.

If a character with this proficiency has knowledge in other areas (especially local or ancient history, or lore of any kind), and uses this in the tale, the character should gain a bonus of –1 to –4 to the die roll for the proficiency check. If the character speaks from personal experience, an additional –2 bonus should be applied as well.

Trailing (Rogue)

Trailing is similar to tracking, but is used in urban centers, rather than in the wilderness. It is the talent of tailing someone, though they may be attempting to blend into a crowd, duck around corners, or get lost in the confusion of a busy street.

A proficiency check is first made to see if the trailing character is able to trail without being noticed. The person trailing suffers a +5 penalty to the die roll if the person being followed has the alertness proficiency. If the trailing character is noticed, the person being followed might try to evade. To keep from losing the trail, the trailing character must make another proficiency check. The DM can apply a modifier between +3 and –3, depending on the two characters relative familiarity with the area.

Other modifiers based on the situation can also be applied, such as a penalty to the roll for avoiding notice if the street is relatively clear, or a bonus if there is a crowd. The check for following the target can be penalized for a crowd setting, or provided a bonus for a clear area.

For any trailing proficiency check, a +3 penalty to the roll applies if the person being followed also has the trailing proficiency (presumably knowing a few tricks for evading pursuit).

Veterinary Healing (Priest, Warrior)

This skill is like the healing proficiency, except that it applies to nonhumanoid monsters and animals. Its effects are otherwise identical to those of the healing proficiency, but a character with veterinary proficiency can also identify and treat diseases in monsters and animals, so that natural diseases take the mildest forms and last the shortest duration possible. Supernatural creatures and creatures from other planes cannot be treated with this proficiency.

The veterinary proficiency can be used on humanoids at half the normal chance for success. But veterinary healing is not cumulative with the healing proficiency; the first used takes precedence.

Weaponsmithing, Crude (Warrior)

This proficiency allows the making of simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reeds, and the like. The character must be proficient in the use of the weapon to be made. Any character with the hunting proficiency gains a –3 bonus to crude weaponsmithing proficiency checks.

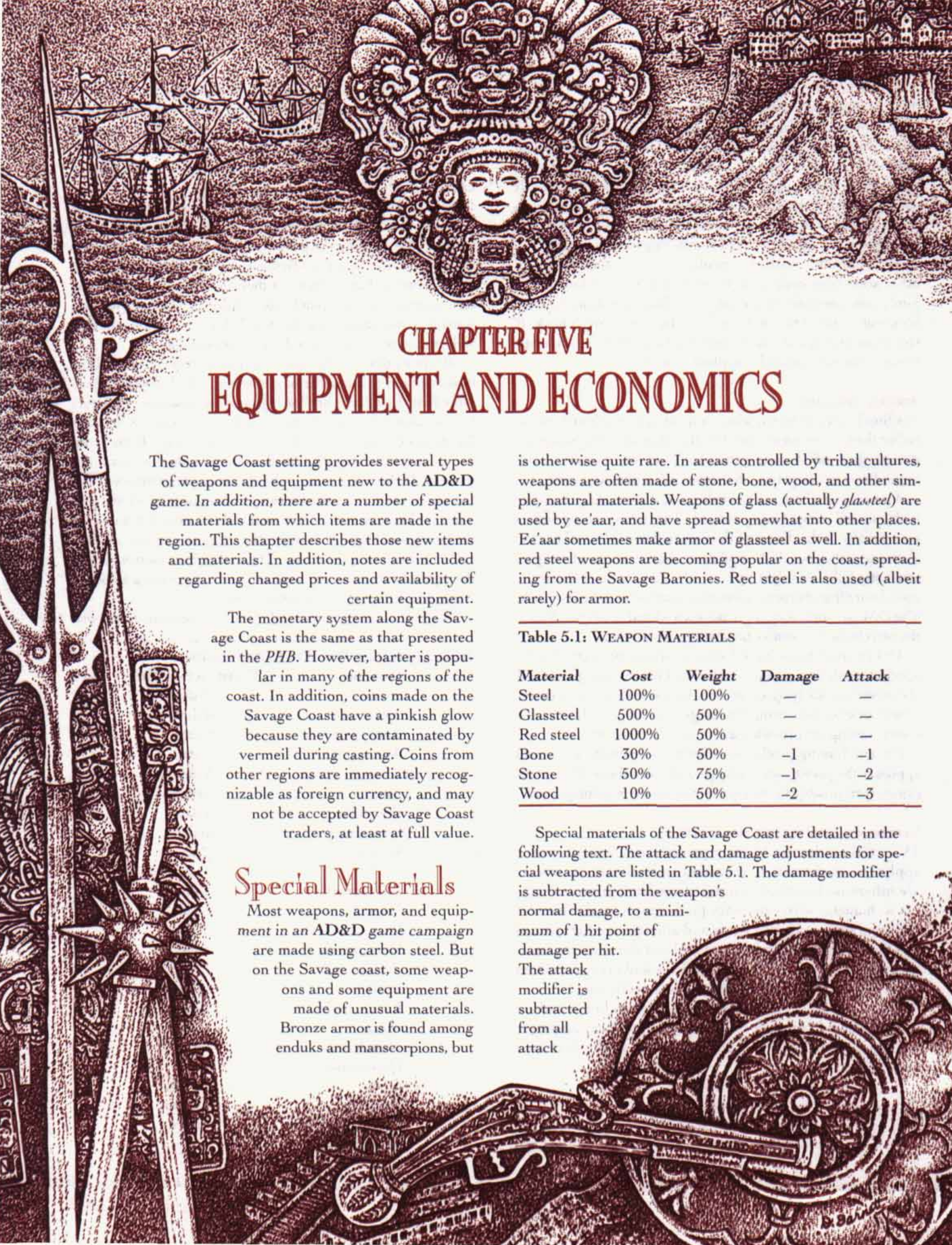
If the proficiency check is successful, the weapon can be used normally, but if it fails, the weapon is so badly flawed that it is useless. (If the roll for the proficiency is a 20, the weapon seems sound, but breaks on the first use.) With most weapons of wood, stone, or bone, whenever they hit a target, roll 1d20, and on a result of 1, the weapon breaks. However, when the weapon is made, if the proficiency check rolled is a 1, the weapon is so well crafted that it never need check for breakage.

Weapons that can be made with this proficiency, and the time required to make them, are listed in the following chart. Note that these times are for high quality weapons; a character can also make an extremely crude version of a weapon in 2d4 hours (though it most likely won't last long). If the proficiency check for a quickly made weapon fails, the weapon is useless. If the proficiency check succeeds, whenever the weapon is used, roll 1d6; the weapon breaks on a roll of 1 or 2 when it hits an opponent, and on a roll of 1 even if it misses. If the proficiency check to make the weapon succeeds with a roll of 1, this is a special case. The maker has discovered just the right materials for the weapon, and it serves as a standard crude one, rather than extremely crude.

The DM can add additional primitive weapons to the list.

Table 4.5: CRUDE WEAPON CONSTRUCTION

Weapon	Construction Time
Arrows	7/day
Axe, battle	4 days
Axe, brol	8 days
Axe, hand	1 day
Axe, throwing	6 days
Bolas	3 days
Boomerang	8 days
Bow, long	15 days
Bow, short	12 days
Club	1 day
Club, great	1 day
Dagger	2 days
Dart	3/day
Dart, hessta	1 day
Javelin, bok	1 day
Knife	2 days
Lance, flight	2 days
Maga	3 days
Nunchaku	2 days
Quarterstaff	1 day
Spear	2 days
Staff sling	3 days
Throwing stone	3 days
War hammer	5 days



CHAPTER FIVE
EQUIPMENT AND ECONOMICS

The Savage Coast setting provides several types of weapons and equipment new to the **AD&D** game. In addition, there are a number of special materials from which items are made in the region. This chapter describes those new items and materials. In addition, notes are included regarding changed prices and availability of certain equipment.

The monetary system along the Savage Coast is the same as that presented in the *PHB*. However, barter is popular in many of the regions of the coast. In addition, coins made on the Savage Coast have a pinkish glow because they are contaminated by vermeil during casting. Coins from other regions are immediately recognizable as foreign currency, and may not be accepted by Savage Coast traders, at least at full value.

Special Materials

Most weapons, armor, and equipment in an **AD&D** game campaign are made using carbon steel. But on the Savage coast, some weapons and some equipment are made of unusual materials. Bronze armor is found among enduks and manscorpions, but is otherwise quite rare. In areas controlled by tribal cultures, weapons are often made of stone, bone, wood, and other simple, natural materials. Weapons of glass (actually *glassteel*) are used by ee'aar, and have spread somewhat into other places. Ee'aar sometimes make armor of glassteel as well. In addition, red steel weapons are becoming popular on the coast, spreading from the Savage Baronies. Red steel is also used (albeit rarely) for armor.

Table 5.1: Weapon Materials

Material	*Cost*	*Weight*	*Damage*	*Attack*
Steel	100%	100%	—	—
Glassteel	500%	50%	—	—
Red steel	1000%	50%	—	—
Bone	30%	50%	−1	−1
Stone	50%	75%	−1	−2
Wood	10%	50%	−2	−3

Special materials of the Savage Coast are detailed in the following text. The attack and damage adjustments for special weapons are listed in Table 5.1. The damage modifier is subtracted from the weapon's normal damage, to a minimum of 1 hit point of damage per hit. The attack modifier is subtracted from all attack

Table 5.2: Special Items

Item or Material	Price
Cinnabryl (per ounce)	1 gp
Cinnabryl amulet (eight ounces)	12 gp
Cinnabryl talisman (16 ounces)	32 gp
Crimson essence	200 gp
Crimson essence base	50 gp
Crimson essence ingredients	5 gp
Crimson essence vial	5 gp
Potion vial	3 gp
Red steel (per ounce)	2 sp
Smokepowder (per ounce)	1 gp
Steel (per ounce)	1 cp
Steel seed (per ounce)	1 sp
Vermeil (per ounce)	1 sp

rolls with a weapon of the given material, but does not apply to missile weapons. The chart also lists the relative weight and cost of weapons made of alternate materials. For the price and weights of other metals used for equipment, refer to Chapter 6 of the *DMG*. Weapons made with other metals cause the same damage as steel weapons, unless made entirely of a soft metal such as silver or gold. Soft-metal weapons are treated like wooden weapons in regard to damage and attack adjustments.

Note that rules presented here take precedence over those presented in other sources.

Stone, Bone, and Wood

The less technologically advanced cultures of the Savage Coast are unable to work metal. As for phanatons and wallaras, they prefer to use materials other than metal for weapons and equipment. Gurrash have not yet learned the skills needed to make metal items; caymas can do fine metalwork, but do not smelt metal; a few shazaks are learning the skills of smelting and forging, but are still unable to make high-quality steel weapons, and usually trade for steel weapons and equipment.

Weapons of natural materials are usually made using primitive tools. A tribe's weapon-maker might have a stone tool that is used to scrape wood into shape, or one to chip flint. Points of wooden weapons are typically hardened in a fire. Other details regarding the construction of weapons from natural materials can be found in the description of the weaponsmithing (crude) nonweapon proficiency.

In general, weapons of stone, bone, and wood are not as sturdy as their steel counterparts. Stone and bone weapons are brittle, and do not hold an edge well. Wood is typically more supple, so it breaks less often, but it does not hold an edge or point well, and it can be bent relatively easily. Whenever a bone, stone, or wooden weapon hits its target, roll 1d20. If the roll is a 1, the weapon breaks or is so badly damaged that it can no longer be used effectively. (This roll should not be made for blunt wooden weapons, such as the club or the quarterstaff, which do not break easily.)

Stone, bone, and wooden weapons are less effective than their metal counterparts. If a weapon (or weapon-head, in the case of spears, arrows, and so forth) normally constructed with steel is instead made from stone, bone, or wood, it has a worse chance to hit than normal, and causes less damage, as shown on Table 5.1 .

Note that some weapons—such as clubs, quarterstaves, bolas, and nonakas—are normally made with wood, stone, or bone. The modifiers in Table 5.1 do not apply to any of these weapons, and they need not be checked for breakage when they hit successfully. Making such weapons out of metal instead of natural materials does not give them any damage or attack bonuses, though it does increase their weight and cost. Steel versions of wooden weapons weigh twice as much and cost 10 times as much; steel versions of stone weapons weigh about a third more and cost twice as much.

The brol (stone axe), hessta (bone-tipped dart), and maga (club lined with shards of stone or bone) are something of a special case. When constructed with metal, they do hit successfully more often and cause slightly more damage, as explained under their individual descriptions, later in this chapter. Also, weapons made of stone and shaped with the *stone shape* spell or the *Shape Stone* Legacy do not suffer any of the penalties normally attributed to stone weapons; they are less brittle and do not break as easily, and the better control of shaping allows them to attack and cause damage as metal weapons.

Buying and selling primitive weapons can be problematical. The shazaks are the only tribal cultures that care to use money; other primitive races barter for their needs. Characters who wish to buy a primitive weapon from a tribe member must offer something in trade with same approximate coinage value as that listed for the weapon (and, of course, the item must be something the tribe member desires). Tribe members trading for more advanced weapons pay by barter as well.

Note that stone weapons are typically made using flint, though some (usually in the eastern lands of the Savage Coast) use obsidian instead.

Glassteel

The ee'aar construct weapons of glass, and cause them to acquire the properties of steel with the *glassteel* or *minor glassteel* spell (the latter is described in Chapter 6). Ee'aar also make glassteel elven chain mail; this is always made for winged beings, either ee'aar or enduks. Some ee'aar wizards use the spells to enchant other glass items, such as tools or decorations, while the most skilled wizards of the ee'aar homeland enchant large pieces of glass that are used to construct homes and other buildings. Note that the price for glassteel listed in Table 5.1 is for glassteel items sold outside the ee'aar lands, or to anyone other than ee'aar or enduks.

Items made of glassteel radiate magic. Weapons of glassteel are considered magical for purposes of striking beings that can be hit only by magical weapons, but grant no bonuses to attack or damage rolls unless enchanted for that purpose.

Red Steel

Items of red steel are a valued commodity in the lands of the Savage Coast. The material is almost always used to forge weapons, because weapons of red steel can strike beings normally hit only by weapons of at least a +1 enchantment, as well as those creatures normally hit only by silver or cold iron. However, red steel weapons grant no bonuses to attack and damage rolls unless enchanted for that purpose.

Red steel is also sometimes used to make armor. Information on red steel armor can be found in Chapter 6. General information on red steel can be found in Chapters 3 and 6.

Note that the price given in Table 5.1 is the price at which red steel is available to most people. Inheritors can purchase the substance from other Inheritors at half that price. Since the Inheritors use so much cinnabryl, converting it into red steel, they seldom have difficulty locating a supply. An Inheritor never overcharges another Inheritor, even one from a different order, but might refuse to sell at all. When dealing with people outside the orders, Inheritors usually sell red steel for the price listed.

New Equipment

Since there are so many magical items and substances on the Savage Coast, most can be purchased on the open market, at least in the eastern and central coastal regions. Prices for red steel are given previously; other materials are listed in Table 5.2.

For complete descriptions of cinnabryl, crimson essence, smokepowder, steel seed, and vermeil, refer to Chapters 3 and 6. Brief explanations of the items from Table 5.2 follow. An ounce of cinnabryl is usually unshaped metal, though it might be pounded into a coinlike shape. Such a piece is usually carried in a pocket. An ounce of cinnabryl has a volume of slightly less than a cubic half-inch. This is the usual amount purchased by commoners, because it is the cheapest way to obtain the substance.

A cinnabryl amulet is cinnabryl crafted into a bit of jewelry, usually a bracelet or pendant, sometimes a necklace or brooch. These items are worn by wealthier people, such as merchants, nobles, and adventurers. An amulet weighing eight ounces protects the wearer for eight weeks (as explained in Chapter 3. Eight ounces of cinnabryl has a volume of just under a cubic inch and weighs nine ounces. (By comparison, a cubic inch of gold weighs approximately 11 ounces). An eight-ounce amulet is by far the most common size available, though larger amulets can be constructed at a cost of 15 sp per additional ounce. A depleted eight-ounce amulet provides two ounces of red steel.

A cinnabryl talisman is basically the same as an amulet, but is larger and has an empty space built into it to hold a vial for crimson essence. Talismans are almost always pendants (up to 16 ounces in weight) or bracelets (up to eight ounces), because these are the most secure holders. The vial compartment has a clasp to hold the vial in place, and usually the talisman is designed to hide its vial from view. Talismans are almost never smaller than eight ounces. They cost 2 gp per ounce.

Crimson essence is a potion that grants a Legacy to the person who drinks it (the potion's precise effects are detailed in Chapter 6). A single dose of crimson essence is one fluid ounce of liquid. Crimson essence *base* is the liquid initially placed in a vial; after being subjected to the magical radiance of cinnabryl for a time, the base becomes potion (see Chapter 3 for details). Crimson essence ingredients are the materials required by an alchemist to make crimson essence base. These ingredients include an amount of vermeil weighing one ounce, plus pure water, a pinch of a special herbal mix, and a few more esoteric ingredients known only to alchemists.

The vial required to brew crimson essence from its base is special. It is actually double walled, and the potion base is poured between the two. This leaves the center of the vial full of air, which helps gather the magical radiance of cinnabryl so that it evenly permeates the potion base. The glass used in this type of vial is heavy, being made with about an ounce of steel seed melted into it.

The price of a standard potion vial, made of leaded glass and able to hold between two and four fluid ounces of liquid, is listed in the table for comparison with the crimson essence vial.

Similarly, the prices for unworked steel and red steel are provided for comparison as well. This indicates how much a cinnabryl amulet can be sold for once it has depleted into red steel. Note that an ounce of red steel has twice the volume of an ounce of steel, because red steel weighs only half as much. Since red steel costs 10 times as much as normal steel, by mass, an ounce of red steel costs 20 times as much as an ounce of steel. For comparison, a cubic inch of normal steel (specifically the carbon steel used in weaponry of the area) weighs about four and one-half ounces, and a cubic inch of red steel weighs two and one-quarter ounces.

The price given for vermeil is required if the material is purchased. A character can gather vermeil, at a rate of about an ounce per hour, and remove impurities at a rate of about half an hour per ounce (so obtaining a clean ounce of the material requires about an hour and a half).

Steel seed is found in cinnabryl mines and must usually be purchased for the price indicated. Mixed together and heated properly (by an alchemist), two ounces of vermeil and one ounce of steel seed make two ounces of smokepowder. An ounce of smokepowder is one charge of that material, sufficient to cause 1d2 points of damage or to launch a bullet from a wheellock pistol.

Availability of Materials

The availability of substances can influence the prices required for them. Prices on Table 5.2 are for regions where the materials are the most common. In places where the materials are less common than normal, prices might be doubled or tripled, at the DM's discretion.

Unworked cinnabryl, suitable for purchase by the ounce, is available at the given price in all lands of the Savage Coast. It is high-priced compared to other necessities (one ounce lasts only a week). Cinnabryl amulets are also fairly common throughout the region. In the east, talismans of the substance are uncommon at best, but are sold for the listed price. Talismans are rare in the west. Crimson essence, like its base and ingredients, is rare everywhere. While the prices in the table are standard, they are often inflated to a higher point. The crimson essence vial is also rare everywhere, but its price seldom varies from that listed. Normal potion vials are common in all but the tribal regions of the coast.

Red steel is uncommon in the east, rare in central coastal regions, and very rare in Herath and points farther west. Normal steel is common everywhere, and vermeil is always common in the cursed lands. Steel seed and smokepowder are common in Renardy and the Savage Baronies (especially in Cimarron County), but the substances are uncommon in Bellayne and Herath, and rare west of Herath.

Inheritors control most of the commerce in cinnabryl, red steel, steel seed, and crimson essence. These characters never use smokepowder, but some Inheritor mages make it, and some Inheritor thieves market it. An Inheritor can purchase any of the magical substances for half the prices listed, if the purchase is made from another Inheritor. Note that a PC Inheritor is never simply given these materials, except as detailed in the kit's description (such as receiving the first vial of crimson essence for free from the character's order). The materials must usually be purchased from other Inheritors. Of course, red steel can be acquired a few ounces at a time as the Inheritor depletes cinnabryl, and the character can make crimson essence by carrying the potion's base in a talisman of cinnabryl. As detailed in Chapter 4, certain specific nonweapon proficiencies, when possessed by an Inheritor, allow the character to fashion items of cinnabryl and create crimson essence base.

New Weapons

Table 5.3 offers details on the new weapons available for the RED STEEL campaign. The typical cost of the weapon is listed, as is the item's weight in pounds. Size, type, speed factor, and damage are also listed, with abbreviations as used in the *PHB*. Most of the weapons have special details in addition to the statistics listed in Table 5.3. Refer to the item descriptions for particulars.

Note that hand crossbows, and quarrels for hand crossbows, are much more common in the Savage Coast campaign than in other campaigns. These items are common among enduks, and some are found in Herath and the Savage Baronies as well. On the Savage Coast, a hand crossbow can be purchased for 40 gp, quarrels for 1 sp each.

Crossbows should be given an advantage similar to that of firearms in this setting: If the user has a full round to load the crossbow and get it into firing position before the round in which it is used, the speed factor for the weapon is considered to be 1. Also note the rules regarding bow and crossbow specialists in the *PHB*, and detailed again in the specialization notes in Chapter 4 of this book.

Ranges and rates of fire for missile weapons are given on Table 5.4. Again, abbreviations are used as in the *PHB*. Ranges are given in tens of yards, but for all weapons except wheellocks, the range should be reduced to tens of feet when indoors. The range for a lasso is always in tens of feet. A cayma crossbow bolt is exactly like that fired by a light crossbow. A bullet for a wheellock pistol (either type) costs 1 cp; four lead bullets weigh one pound.

Weapon Descriptions

The text that follows provides specific descriptions for the weapons from Table 5.3.

Axe, brol: A brol is a huge battle axe with a great oval head. It is a common weapon among gurrash. The standard brol is made of stone, usually flint that has been chipped to achieve the desired shape. The price listed is for this type of brol, but a brol can be made with obsidian for three times that cost (obsidian is rare in the swamps of the gurrash).

Some brols are made using the stone shape spell or the Shape Stone Legacy. A brol made with magically shaped stone costs as much as five times the standard price. Brols can also be made of metal, increasing the weight and cost of the weapon as explained under the "Stone, Bone, and Wood" heading, above. Brols made in either of these manners need not check for breakage, and they hit more easily (ignore the footnoted penalty) and do more damage (S-M: 1d10, L: 2d8).

Bok (javelin): Boks are slender javelins wielded two-handed as pikes by caymas. Caymas cannot throw them. Most boks are made with stone or bone heads, and suffer penalties as detailed in Table 5.1. A bok can also be wielded by a larger character as a standard javelin, with the normal speed factor of 4.

Bolas: Bolas are typically three stone balls attached to ropes or cords about a yard in length, with the other ends of the cords knotted together. Stone bolas do not suffer penalties as detailed in Table 5.1. Bolas can be made with metal balls, or even with hard wood, but the weight is the same, because the balls are sized differently. No bonuses are provided for metal bolas, nor are there penalties for wooden bolas.

The wielder of the bolas whirls them by the knot and throws them at a target. If they hit, their cords wrap around the target, and the balls smash into it as they connect. Once the bolas have wrapped around a target, it takes the victim one full round and a successful Strength check to get free. If this check fails, the victim can try again in the next round.

Table 5.3: Weapons List

Item	Cost	Weight	Size	Type	Speed Factor	Damage S-M	Damage L
Axe, brol*	10 gp	10	L	S	9	1d10	2d8
Bok (javelin)*	5 sp	2	S	P	13**	1d6	1d6
Bolas	5 sp	2	M	B	8	1d3	1d2
Crossbow, cayma**	35 gp	7	M	P	7**	1d4	1d4
Dart, hessta*	15 sp	5	S	P	3	1d4	1d4
Grenade	10 gp	1/2	T	**	5	1**	1**
Lance, flight**	6 gp	5	L	P	6	1d6+1**	2d6**
Lasso**	5 sp	3	L	**	10	**	**
Machete	10 gp	4	M	S	8	1d8	1d8
Maga*	25 gp	6	M	S	5	1d8	1d6
Main-gauche**	3 gp	2	S	P/S	2	1d4	1d3
Nonaka**	1 gp	3	M	B	3	1d6	1d6
Sa**	5 sp	2	S	P/B	2	1d4	1d2
Scythe	5 gp	8	M**	P/S	8	1d6+1	1d8
Shot*	3 gp	3	S	B	3	1d6	1d6
Stiletto**	5 sp	1/2	S	P	2	1d3	1d2
Sword, grooka*	2 gp	2	T	P/S	3	1d4**	1d3**
Sword, matara**	100 gp	6	M	P/S	4	1d10**	1d12**
Sword, mishiya	50 gp	3	M	P/S	3	1d8	1d8
Sword, rapier**	15 gp	4	M	P	4	1d6+1	1d8+1
Sword, sabre**	17 gp	5	M	S	4	1d6+1	1d8+1
War claws**	3 gp	1/2	S	S	2**	1d4	1d3
Wheellock belt pistol	100 gp	3	S	P	7**	1d8**	1d8**
Wheellock horse pistol	200 gp	4	S	P	8**	1d10**	1d10**

*These weapons are typically made of primitive materials and suffer a penalty to attack and damage rolls, as listed in Table 5.1. See the individual weapon descriptions to determine which materials (stone, bone, or wood) are used and which penalties apply.
**See the weapon description for special details.

If called shots are used (as described in Chapter 9 of the *DMG* and detailed in *The Complete Fighter's Handbook*), the bolas can be even more effective. A successful attack on the legs prevents the victim from walking or running, and the victim must make a successful Dexterity check just to avoid falling down. (If the victim was moving when hit, a +3 penalty is applied to this roll.)

A successful called shot to the arms pins both to the target's body. The victim cannot wield a weapon and does not gain AC bonuses from a shield, and the victim's Strength check to become untangled receives a +2 penalty to the roll. A successful called shot to the head causes the bolas to wrap about the target's neck. After the first round, in which the bolas cause normal damage, they do 1d3 points of strangulation damage per round until removed.

Weapon proficiency with bolas is not related to any other weapon proficiency.

Crossbow, cayma: The cayma crossbow is exactly like a standard light crossbow, except that caymas build their crossbows with wheels and a special winding mechanism. In addition, the crossbow is balanced on its axle so it can be tilted to aim at different heights.

A larger individual acquainted with a standard crossbow can pick up a cayma crossbow and use it normally, but caymas typically cannot use a normal crossbow, unless three or more serve as a crew for it.

If the firer has a full round to prepare the crossbow so it is loaded and in firing position at the beginning of the round, the weapon's speed factor is considered to be 1. If the cayma has to single-handedly shift the crossbow to aim—because a target has moved too much, or to change targets—the weapon can be fired only once every two rounds.

Dart, hessta: This is a barbed dart used primarily by caymas, who hurl it or thrust it like a spear. It is usually about two feet long. A larger being can throw one hessta dart per round with the same speed factor. Most hesstas are made with bone heads, and suffer appropriate penalties, but they can be made with metal heads instead.

Grenade: Cayma grenades are usually made of pottery and are about two inches in diameter. They carry powdered herbs that explode in a cloud when the ball is cracked. Though a grenade causes little damage when it hits, the herbs have special effects. When the grenade is thrown and hits a hard surface, roll a saving throw against crushing blow for the pottery ball. If the roll is less than 18, the ball breaks and the preparation is released.

Cayma Wokani make three types of grenades: sleep, choke, and fog. A sleep grenade explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a successful saving throw against breath weapons or fall asleep for 1d4 turns. A choke grenade is filled with pepper and other irritating materials. It explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a saving throw against breath weapons or be incapacitated (unable to attack or defend) for 1d6 rounds, due to choking, sneezing, and coughing. A fog grenade explodes in a five-foot radius and obscures vision (normal and infravision) in that area for 1d6 rounds (half that in a strong wind).

Grenades can be made only by a cayma Wokani, and are typically available only in the cayma homeland.

Lance, flight: This lance has a 10-foot shaft of tough wood and a sharp head of steel. The butt end is fletched. The lance can be used by flying humanoids as a mounted warrior might use a regular lance, or can be hurled at the end of a swoop. If the flying being makes a charging attack and holds the lance, it causes double damage on a successful hit.

Lasso: The lasso is listed as a large weapon because it always takes two hands to wield, and it requires a lot of space for use. It is a length of rope, usually about 30 feet long, with a loop at the end. The user holds the slack in one hand, twirls the loop with the other , and hurls the loop at a target. On a successful hit, the loop settles over the target, giving the wielder the chance to trip, dismount, or otherwise affect the target.

Before throwing a lasso, attackers must declare whether they are conducting a normal attack or a called shot. The normal attack is to drop the loop around a target's torso, to stop the target, dismount the target, or prepare to pull the target to the ground. This requires a typical attack roll. A mounted or moving target causes a jolt to both target and attacker when the rope extends to its full length. If the target is not moving, a jolt can be caused by the attacker—or the target—tugging sharply on the rope. If no jolt is made, the target is simply held in place until the lasso is removed. Both attacker and target must make a Strength check; the character who rolls higher, while still making a successful Strength check, wins. (When one succeeds and the other fails, the one who succeeds wins; if both fail, it is considered a tie.) If the target wins, the lasso is torn from the attacker's hands, causing 1d2 damage. If the attacker wins, the target is pulled to the ground and takes 1d3 hit points of damage (1d2 damage if the target was stationary); Strength modifiers for damage apply. When the result of the Strength checks is a tie, both effects occur: the attacker takes 1d2 points of damage and loses the rope, and the target is pulled to the ground for 1d3 damage. If the attacker tied off the slack end of the rope to a stationary object, like a boulder or large tree, before throwing, no Strength roll is necessary on the attacker's part; if the target rolls his or her Strength score exactly, the rope breaks. Otherwise, a stationary target is not jolted, while a moving target is pulled to the ground.

Table 5.4: Missile Weapons

		Range		
Weapon	**ROF**	**S**	**M**	**L**
Bola	1	3	6	9
Crossbow, cayma	1	6	12	18
Dart, hessta	1	1	2	4
Grenade	1	1	2	3
Lance, flight	1	1	2	3
Lasso	1*	1/2	2	3
Stiletto	2/1	1	2	3
Throwing stone	2	1	2	5
Wheellock belt pistol	1	1	3	5
Wheellock horse pistol	1/2	2	4	6

*A lasso can be thrown and recoiled once per round.

Removal of the lasso normally requires one full round and a successful Strength check, unless the attacker is still working to hold the lasso tight (as explained above). A lasso can also be cut. Sawing through a rope takes a full round, while chopping a rope (against a solid surface) requires a single successful attack against AC 10, with damage of 2 hit points or more.

An attacker can make a called shot to the legs in an attempt to trip the target. The target can make a Dexterity check, with a –6 bonus to the roll if it was not moving, and a +3 penalty to the roll if it is unaware of the attack. If the Dexterity check succeeds, the target jumps out of the loop before it closes. Otherwise, the target falls down.

An attacker can instead make a called shot to the arms, to pin a target's arms to his or her sides. Such targets are allowed a Strength check, with a –6 bonus to the roll if they were unmoving, and a +3 penalty to the roll if they are unaware of the attack. A target whose Strength check succeeds shrugs off the lasso; otherwise, both the target's arms are pinned. Pinned targets can struggle; both attacker and target must make a Strength check, and the character who rolls higher, while still making a successful Strength check, wins. (When one succeeds and the other fails, the one whosucceeds wins; if both fail, it is considered a tie.) If the target wins, the target has freed both arms and can move, attack, and defend normally in the next round. If instead the attacker wins the contest, the target's arms remain pinned, and the target cannot wield weapons or use a shield effectively, though he or she can struggle again in the next round. Each additional lasso that hits the same target gives the target a +4 penalty to the roll for struggling. If the total penalty reaches a number greater than the target's Strength, the target can no longer attempt to struggle free.

Attackers can also make a called shot against a target's head. If such an attack hits, the attacker can yank on the rope to cause 1d3 hit points of damage, plus any Strength adjustment. In subsequent rounds, the attacker can yank for 1 hit point of damage, plus modifiers due to Strength. If the attacker can somehow hoist the victim into the air by the neck, the target takes 1d4 points of strangulation damage per round (Strength modifiers do not adjust this damage). Strangling victims cannot shout or raise an alarm, but can still use their hands. A character caught around the neck can struggle as explained under the arm-pinning attack, but hoisted targets must make a successful bend bars roll to get out of the rope, or the rope must be cut.

Note that the lasso proficiency is essentially the same as web-casting, so the description above covers web-casting as well. Also, a character with the nonweapon proficiency of rope use receives a +2 bonus on attack rolls made with the lasso (or while casting webs).

Machete: This is a three-foot long flat blade with a squared end, typically used to chop crops or clear underbrush, but able to inflict serious damage as well.

Maga: The maga is a club about three feet long, four inches wide, and one inch thick. Sharp shards of stone are embedded along its edges. Gurrash usually make the shards of flint; obsidian shards are a sign of status, and triple the cost of the maga. The maga suffers the standard penalties for stone weapons.

The stone shards can be replaced with metal blades for extra cost and a slight increase in the club's weight.

Main-gauche: This is a large-bladed dagger with a basket hilt, and is often used as a secondary weapon in two-weapon fighting style, for defense. It gives a +1 to hit with disarm maneuvers (covered in Chapter 4 of this book) because of the large quillions. The basket hilt can serve as a metal gauntlet in a punching attack.

Main-gauche proficiency is related to dagger proficiency.

Nonaka: Known as nunchaku in some places, the nonaka consists of two rods of hard wood (each about a foot long) connected by a short length of chain or rope. Nonakas can also be made by plating the wood with metal, adding a little weight and cost, but not altering the weapon's other statistics. The weapon can be used for called shots and attempts to disarm. Though the weapon is similar in construction to a flail, maneuvers made with it are much quicker and of a different style, so the weapon proficiencies are unrelated.

Many people proficient with nonakas use two at once. Some take two-weapon specialization, and some add nonaka specialization to that.

Sa: Known as the sai in some regions, this is a small, defensive weapon, consisting of a metal bar with a hilt, and oversized, upward-curving quillions. When used by someone proficient with the weapon, a sa confers a +1 bonus when attempting to disarm an opponent. The sa is listed as a piercing or bludgeoning weapon; it can be one or the other, but the type must be chosen by the user when it is purchased. Sa proficiency is not related to other weapon proficiencies.

Many users of sa wield two at once, some taking two-weapon style specialization.

Scythe: A curved blade about three feet long attached to a five-foot handle, this farm tool is used to cut grain, and can also be used as a weapon. A user wields the scythe by holding the short wooden bars on the end opposite the blade. The scythe is always used as a two-handed weapon.

Shot: This is a small ball of metal that is thrown at an opponent. In primitive areas, it is made of stone and called (appropriately) a throwing stone (suffering penalties as detailed in Table 5.1).

Stiletto: This is a narrow-bladed knife that is sharp at the point only. It confers a +2 non-magical bonus to attack rolls when used against plate mail (of any type), ring mail, and chain mail, because its narrow point and blade can more readily slip through such armor. Stiletto proficiency is exactly the same as knife proficiency.

Sword, grooka: This is a small sword, about dagger-sized, used by caymas. If a cayma wields a grooka two-handed, it causes damage as a short sword (1d6 against small or medium creatures, 1d8 against larger creatures). Most grookas are made of stone and suffer appropriate penalties. The statistics in the chart are for the metal version. A grooka can be wielded as a dagger by beings larger than caymas.

Sword, matara: This is a sword very similar to a katana. It is a medium-length, slightly curved blade with no quillions (only a small, circular guard) and a hilt suitable for one-handed or two-handed use. The damages given in Table 5.3 are for one-handed use; when the weapon is wielded two-handed, its damage is 2d6 (for any size of opponent). The blade is sharpened along only one edge.

Making a matara is very difficult. The technique is known only in Bellayne, and is a closely guarded secret. It takes twice as long to make a matara as to make a long sword, and the weaponsmith receives a +3 penalty to rolls for proficiency checks when attempting to make one.

Mataras are personal weapons, often family heirlooms. A wielder often wields a mishiya at the same time.

Sword, mishiya: This is a sword very similar to the wakizashi. It is the shorter companion blade to the matara. Like the matara, it is difficult to make, and made only in Bellayne.

Only Honorbound of Bellayne can wear both matara and mishiya. For another character to do so is to insult these Honorbound.

Sword, rapier: The rapier is a long-bladed sword, normally sharp only at the end. It is a thrusting weapon wielded with lightning-fast strikes and lunges, and is the weapon of choice of most Swashbucklers of the Savage Coast. Swashbucklers often use two-weapon style to wield a rapier and a second, shorter blade (though a two-weapon specialist often fights with two rapiers).

A rapier can be made with a basket hilt, costing an additional 2 gp and adding one pound to the weapon's weight, but allowing it to be used as a metal gauntlet in a punching attack. If parrying is allowed, a rapier's basket hilt gives the same parrying bonus as the main-gauche.

Sword, sabre: The sabre is a light slashing sword, another favorite of Swashbucklers. It is fitted with a basket hilt that can be used as a metal gauntlet in punching. If parrying is allowed, the basket hilt allows the same parrying bonus as provided by the main-gauche.

War claws: These are sharp claws attached tightly to the hands and fingers with gauntlets and leather straps. These are always worn one per hand. Caymas and other tiny characters cannot use war claws, and no one without the war claws proficiency can make effective use of the weapons. War claws are considered metal gauntlets in punching attacks. Note that a character wearing them can make either a war claw attack (doing the listed damage) or an unarmed combat attack (damaging as a punch with metal gauntlets).

A character wearing a pair of war claws can make one extra attack each round. If the character has a natural claw attack, neither attack is made with penalties; otherwise penalties are normal for fighting with two weapons. Similarly, the speed factor listed is for characters who do not have natural claw attacks; characters with natural claw attacks have a speed factor of 1 with war claws. War claw damage supersedes natural claw damage, rather than adding to it.

Proficiency with claws as a natural weapon also gives a character proficiency in war claws.

Wheellock pistols: The wheellock is a firearm with a spring-wound wheel, similar to that on a modern cigarette lighter. Pulling the trigger releases the wheel, which spins against a flint, spraying sparks into a priming pan to ignite smokepowder. Wheellocks are always made with metal and wood, though stone, bone, and ivory are often used as decoration. Wheellock bullets are always metal.

The belt pistol is small enough to be carried stuck through a belt or waistband, often concealed beneath a cloak. In Cimarron and Guadalante, the belt pistol is a popular weapon of personal defense.

The horse pistol is larger than the belt pistol, up to 18 inches long. It is intended for use by riders, who can sling a holster across their saddles. At the cost of 2 gp, a large metal ball can be added to the bottom of the grip, making it less likely for the user to drop the weapon when it is drawn. The ball adds an extra pound to the weapon's weight, and allows the weapon to be used as a club.

If a character has a full round to prepare, so a pistol is loaded and in firing position at the beginning of the round in which it is to be fired, the weapon's speed factor is 1 for that round.

These weapons can also cause extra damage when they hit. If the damage roll is an 8 or 10, roll the damage die again and add the new result to the old. Each time an 8 or 10 is rolled, the die is rolled again and added to the previous total. For example, if two consecutive 8s are rolled and then a 3, a belt pistol would cause 19 points of damage. A horse pistol might do 32 points of damage, if an 8 is rolled, followed by two 10s, followed by a 4.

Range modifiers are standard for firearms (-2 at medium range, –5 at long range; unlike modifiers for the arquebus as given in the *PHB*, range modifiers for wheellocks are not doubled).

A firearm can also punch through armor. At short range, all armor is ignored; the target's AC depends on dexterity, cover, and magic. At medium range, the target's AC is penalized by 5, to a maximum AC of 10. At long range, the target's AC is penalized by 2. These penalties apply only to that portion of a character's AC that comes from armor. Dexterity and magical bonuses are unaffected. The penalty cannot make a target's AC worse than it would be if the target were wearing no armor. In terms of cover, not that many things that would stop an arrow will stop a bullet, particularly at short range. Characters must get behind more substantial barricades to qualify for a cover bonus rather than concealment.

For various reasons, firearms sometimes fail to fire. If the attack roll with a firearm is a 1, the weapon does not fire at all. It cannot be fired again until 10 rounds are spent clearing the ruined charge from the barrel and cleaning and reloading the piece. Because of the nature of these weapons, and of the smokepowder of the Savage Coast, these wheellocks need not check for backfires, hanging fire, or fouling.

Caymas and other tiny creatures cannot use wheellocks, except possibly in the same manner in which they use crossbow: By attaching a frame and wheels, and providing a crew of at least three caymas, they could use a pistol as a sort of cannon.

Natural Weapons

Many of the PC races of the Savage Coast have natural attack forms. Table 5.5 gives the speed factors of these attacks and indicates their type (piercing, slashing, or bludgeoning). Speed factors are determined by the difficulty of using the attack form and by how comfortable members of that race are with it. Note that damage per attack is the same regardless of opponent's size.

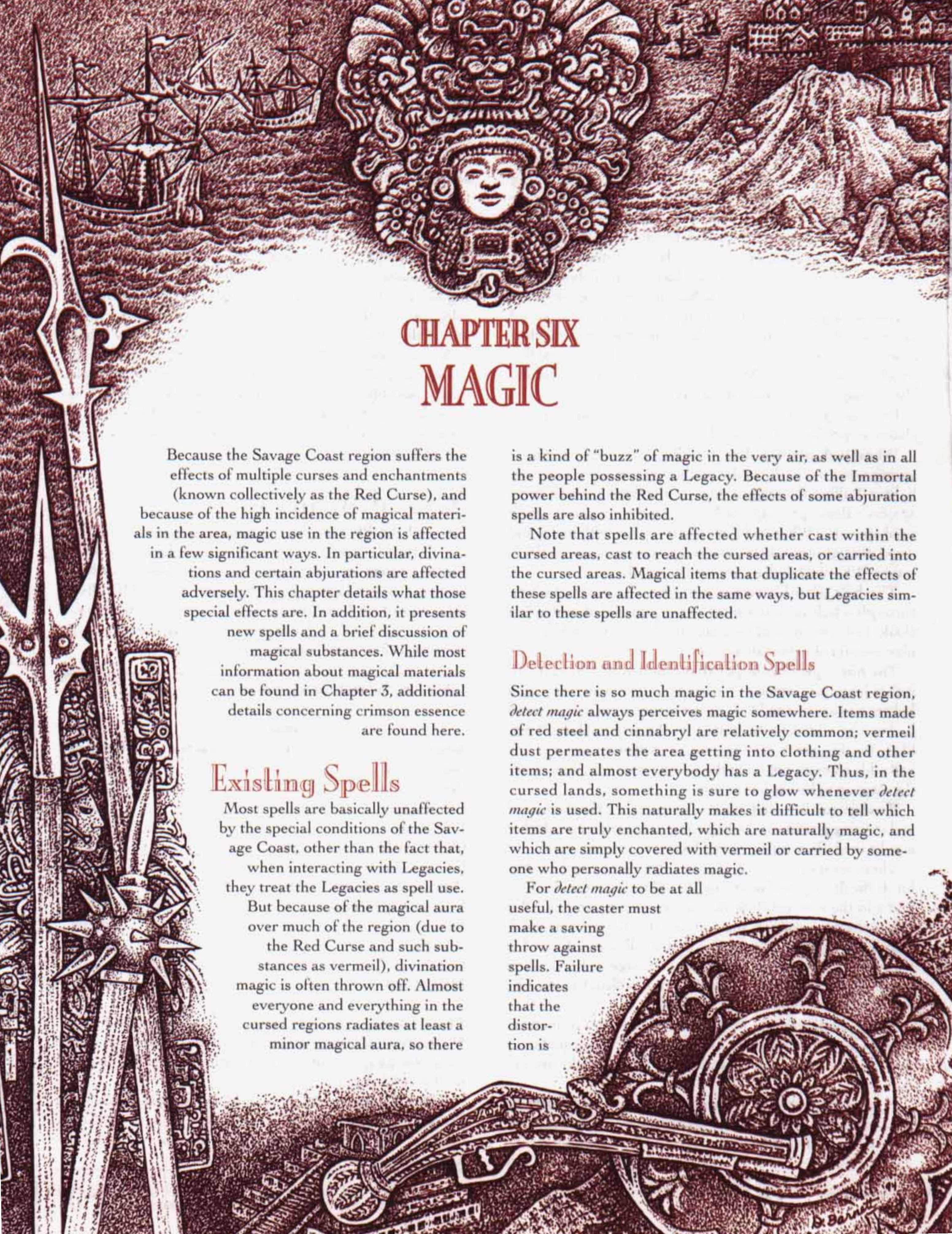
Table 5.5: Natural Attack Forms

	Speed		
Attack	**Type**	**Factor**	**Damage**
Bite, aranea	P	2	Special
Bite, lupin	S	3	1d4
Bite, rakasta	S	2	1d4
Bite, tortle	S	3	1d6
Claws, tortle	S	2	1d4*
Claws, rakasta	S	1	1d2*
Rear claws, rakasta	S	3	1d3*
Web-casting, aranea	**	6	Special
Punch	**	0***	Special
Wrestle	**	0***	Special
Overbear	**	0***	Special
Martial arts	**	0***	Special

*This is damage per claw; claw hits are rolled individually.

**This type of attack is special; see the description of the attack (in Chapter 4 of this book, or in Chapter 9 of the *PHB* or *DMG*) for details.

***Though this speed factor indicates a quick attack, if these attack forms are used against a target wielding a weapon, they always take place after attacks made with the target's weapon.



CHAPTER SIX
MAGIC

Because the Savage Coast region suffers the effects of multiple curses and enchantments (known collectively as the Red Curse), and because of the high incidence of magical materials in the area, magic use in the region is affected in a few significant ways. In particular, divinations and certain abjurations are affected adversely. This chapter details what those special effects are. In addition, it presents new spells and a brief discussion of magical substances. While most information about magical materials can be found in Chapter 3, additional details concerning crimson essence are found here.

Existing Spells

Most spells are basically unaffected by the special conditions of the Savage Coast, other than the fact that, when interacting with Legacies, they treat the Legacies as spell use. But because of the magical aura over much of the region (due to the Red Curse and such substances as vermeil), divination magic is often thrown off. Almost everyone and everything in the cursed regions radiates at least a minor magical aura, so there is a kind of "buzz" of magic in the very air, as well as in all the people possessing a Legacy. Because of the Immortal power behind the Red Curse, the effects of some abjuration spells are also inhibited.

Note that spells are affected whether cast within the cursed areas, cast to reach the cursed areas, or carried into the cursed areas. Magical items that duplicate the effects of these spells are affected in the same ways, but Legacies similar to these spells are unaffected.

Detection and Identification Spells

Since there is so much magic in the Savage Coast region, *detect magic* always perceives magic somewhere. Items made of red steel and cinnabryl are relatively common; vermeil dust permeates the area getting into clothing and other items; and almost everybody has a Legacy. Thus, in the cursed lands, something is sure to glow whenever *detect magic* is used. This naturally makes it difficult to tell which items are truly enchanted, which are naturally magic, and which are simply covered with vermeil or carried by someone who personally radiates magic.

For *detect magic* to be at all useful, the caster must make a saving throw against spells. Failure indicates that the distortion is too great to give any kind of accurate reading, while success allows the caster to cut through the "static" and use the spell as normal. Even then, the caster's chance to determine the school or sphere of an effect is halved. If *detect magic* is cast from a scroll or other item, the user must make a saving throw against spells as a 1st-level wizard (must roll a 12 or better on 1d20). A caster (but not an item user) is allowed to add bonuses to the roll for certain proficiencies: +2 for curse lore, and +1 for spellcraft. These modifiers are cumulative.

Note that any individual who has at least one Legacy radiates a magical aura. Therefore, *detect magic* can also be used to determine the school or sphere into which the Legacy's effects would fit if it were a spell. If *detect magic* is used on a character for this reason, casters with Legacy lore receive a +1 bonus to the saving throw (cumulative with any other bonuses). As with normal detections, the chance to determine the school or sphere of the Legacy is halved. Characters with multiple Legacies probably radiate multiple auras. As with magical items, the DM must determine the exact reading for the caster. *Detect magic* never identifies exact Legacies the target has, but can indicate the number possessed, and can provide enough information for a caster with Legacy lore to make a proficiency check, even if the character has not seen the target's Legacy in operation.

Since someone with a Legacy is sort of like a living magical item, the *identify* spell can be used on such people as well. Like *detect magic*, *identify* is adversely affected by the cursed region, even when used on items instead of people. To have a chance for a useful reading, the caster must make the same type of saving throw as for *detect magic* (the same modifiers, if any, apply). The chance of learning an item of information with *identify* on the Savage Coast is equal to 5% per level of the caster, rather than the 10% per level normally given, though the maximum chance is still 90%. If used on a person, *identify* can determine the exact Legacy the person possesses (or one of them, if the target is an Inheritor with multiple Legacies).

Other Divinations

Divinations can be affected in several different ways by the Red Curse, the most prominent of which are "blurring" and false readings. Spells are affected in different ways depending on their exact use.

The most common effect on divination spells is "blurring." Visions granted by spells are blurred, sounds are not clear, even thoughts are unclear, as if static were interfering. In most cases, this is just an annoyance—a translation is garbled a little, a vision is dim, or unimportant words are not heard. (The exact amount of interference and its precise effects are left to the DM.) The saving throw mentioned previously for casters of *detect magic* could be used if desired, in which case the curse lore bonus applies, though bonuses for spellcraft apply only if the person casts the spell (rather than using an item), and a Legacy lore bonus applies only if the detection, identification, or penetration of a Legacy is somehow involved. Spells affected by blurring include *augury, clairaudience, clairvoyance, commune, commune with nature, contact other plane, detect invisibility, detect scrying, ESP, find the path, magic font, magic mirror, reflecting pool, speak with animals, speak with dead, speak with monsters, tongues, true seeing,* and *vision.* All types of magical scrying are affected as well (psionic scrying of any kind is unaffected).

The next most common effect on divinations is the false reading. This applies primarily to spells that seek to discover if something is nearby, or to determine the location of something. Whenever an affected spell is cast, the caster should make a saving throw against spells, like the saving throw required when casting *detect magic* (any bonuses are applied as described for spells susceptible to blurring). The DM should make these saving throws and inform the player of results. If the spell has an extended duration, a saving throw each round, or once every three rounds, might also be appropriate, depending on the DM's campaign style.

When a saving throw fails, the caster gets a false reading. This is usually an indication that something is there when it really is not. In other cases, a false reading might indicate a wrong direction as the best to be followed. But a false reading never obscures something that really exists (that is what the blurring effect does). For example, a false reading on a *detect lie* spell always indicates that the target of the spell is lying, whether the person is or not. Spells affected by false readings include *commune with nature, detect evil, detect lie, detect poison, detect snares & pits, detect undead, find the path, find traps, foresight, locate animals or plants,* and *locate object.*

There are other effects possible as well. Like *detect magic,* other detection spells with percentages have those percentages halved (round all fractions up). Spells affected include *detect poison, detect charm,* and the clerical version of *detect evil.* Spells not affected by this restriction include *augury, commune,* and *divination* (though if the percentage roll for the *divination* spell fails, a false reading is given).

Contact other plane, commune, and similar spells never provide information about the Red Curse, unless the DM wants to reveal information to a high level character who has performed some major favor for the power contacted. Such an event can be pivotal to a campaign and should be used with caution.

Readings for *know alignment* are fuzzy, and always provide the caster with two alignments as a result. The caster can determine the truth by making a saving throw as described previously. This also affects the alignment detection of the clerical *true seeing* spell.

Divinations using the *cantrip* spell (such as determining which card someone has drawn from a spread deck) cannot be used in the cursed lands. *False vision, legend lore, read magic, screen,* and *identify species* (described in the following text) are unaffected. Reversed versions of divinations are generally unaffected, but their effects might be mistaken for the effects of the Red Curse.

Dispel Magic

This spell can be used normally in all the ways specified in its description in the *PHB*. It can also dispel the effect of a Legacy, if aimed correctly. A Legacy is considered an innate ability for determining the difficulty. However, the chance for success is penalized when *dispel magic* is used in this way: the base chance becomes 40% (13 or better on 1d20). The spell can stop one activation of a Legacy, or can halt the Legacy's effects prematurely, but cannot prevent someone from activating a Legacy again.

Dispel magic affects magical items as normal, but has no effect on innately magical substances, such as vermeil, cinnabryl, red steel, and steel seed). *Dispel magic* affects crimson essence and smoke powder as potions; if the spell is successful, crimson essence is reverted to crimson essence base (as if the material had just been prepared and had not yet been exposed to the radiance of cinnabryl), and smoke powder is converted to a powdery mixture of vermeil and steel seed. The base can be affected again by the radiance of depleting cinnabryl, and the powdery mixture can be recombined by an alchemist. When checking for the effects of dispelling on smoke powder, a check should be made for each separate mass (charges kept separately make individual checks, but a keg of the material gets only one check).

Similarly, a red steel *sword +1* could have its bonus restricted for 1d4 rounds, but the item remains red steel and therefore inherently magical.

Remove Curse

The *remove curse* spell can never completely remove the effects of the Red Curse from any individual; is simply is not powerful enough to affect Immortal magic, even when cast by a high-level mortal caster. It might be possible—if the DM allows and plans for it in the campaign—for an Immortal to remove all or part of the Red Curse using the *remove curse* spell. *Remove curse* is ineffective at removing the effects of a Legacy, or preventing the use of a Legacy. However, it can help an Afflicted in recovery, as explained in Chapter 3.

Other Spells

Most other spells are unaffected by the Red Curse, and have no special effects on Legacies or their possessors. For example, *protection from evil* does not exclude an Inheritor or anyone else with a Legacy, because a Legacy is not considered an evil enchantment, nor are the curse's other effects. The Red Curse is not evil or good; it is the result of Immortal magic and transcends normal definitions of alignment. *Polymorph self* and other spells that do not normally grant magical powers cannot duplicate Legacies.

New Spells

There are a few new spells unique to the Savage Coast and the areas nearby. Two of them, *maintain* and *deplete*, are related specifically to the Red Curse and the area's magical substances. *Determine race* is an old aranea spell, which they used to examine others. It has been adapted since to determine the race of those Afflicted whose appearance has been distorted. The other new spells, *interruptible light* and *minor glassteel*, are creations of the ee'aar, and are typically known only by spellcasters of that race.

Deplete (Alteration)

6th-level Wizard Spell

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: One item of cinnabryl
Saving Throw: None

This rarely used spell depletes cinnabryl. As much as one week's worth (one ounce) per three levels of the caster can be instantly depleted (four week's worth at 12th level, five week's worth at 13th-15th level, etc.). The caster can choose to deplete a lesser amount of cinnabryl at the time of casting. The spell is used infrequently because cinnabryl is better used than wasted. It is generally used to quickly turn raw cinnabryl into red steel, but can also be used as a form of attack against Inheritors, depleting their protective cinnabryl amulets.

The caster must touch the item to be depleted. If the item is worn by someone who does not want to be touched, the caster must make an attack roll against the target's normal Armor Class, with a –4 penalty to the attack roll (it is a called shot). The spell remains active for one round after casting. If the caster does not touch a target within that time, he or she must make a successful saving throw against spells, or the *deplete* spell affects cinnabryl worn by the caster. If the amount of undepleted cinnabryl in the item is less than the amount the caster can affect, any leftover depletion applies instantaneously to the Time of Loss and Change (as detailed in "Manifestation of Effects" in Chapter 3). For instance, if a wizard depletes four week's worth of cinnabryl, and the target is wearing only two week's worth, the target instantly suffers the effects of two weeks of the Time of Loss and Change. Since the effects can be so devastating, depletion that places the target into the Time of Loss and Change is considered an evil act.

This spell does not speed the production of crimson essence, which depends on the amount of time spent near a person with a Legacy as well as time spent bathing in the magical radiance of the cinnabryl.

Identify Species (Divination)

3rd-level Wizard Spell

Range: 10 feet per level
Components: V, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 1 creature per level
Saving Throw: Negates

By using this spell, a wizard can determine the race and species of a target creature or creatures. One creature can be examined per round while the spell remains in effect. A saving throw is allowed only to creatures that realize a spell is being cast at them and that actively resist. For the spell to be effective, the target's location must be known to the caster. If the spell works, the name of the target's species immediately comes to the caster's mind.

This spell is useful when the caster deals with creatures in disguise, beings deformed by the effects of the Red Curse, or unidentified monsters. The spell sees through magical or normal disguises and deformations, including such spells as *polymorph other.*

There is one exception, however. Since the aranea created this spell, it detects the true race of aranea only when they are in their recognized form, that of giant spiders. If used against an aranea in another form (such as one affected by *polymorph self* or *shape change,* or otherwise altered in form), the aranea is detected as a member of the race to which it appears to belong. Nobody else knows enough about genetics—especially aranea genetics—to create a version of the spell that can successfully identify aranea when they are in another form.

The spell's material component is two strands of animal hair twisted tightly together. The hairs are pulled apart during casting, and are consumed when completely separated.

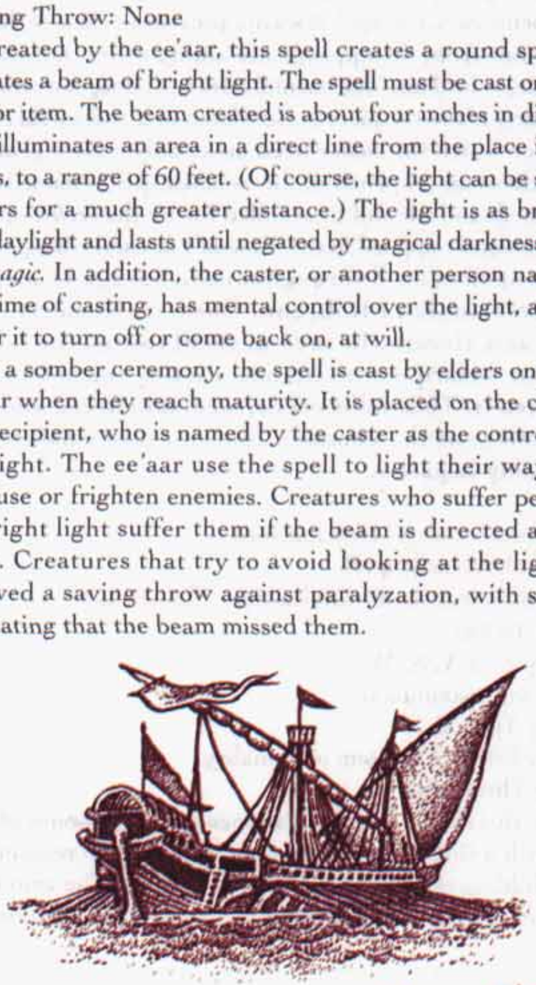
Interruptable Light (Alteration, Enchantment)

3rd-level Wizard Spell
4th-level Priest Spell (Sun)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

Created by the ee'aar, this spell creates a round spot that radiates a beam of bright light. The spell must be cast on a person or item. The beam created is about four inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. (Of course, the light can be seen by others for a much greater distance.) The light is as bright as full daylight and lasts until negated by magical darkness or *dispel magic.* In addition, the caster, or another person named at the time of casting, has mental control over the light, and can order it to turn off or come back on, at will.

In a somber ceremony, the spell is cast by elders on young ee'aar when they reach maturity. It is placed on the chest of the recipient, who is named by the caster as the controller of the light. The ee'aar use the spell to light their way or to confuse or frighten enemies. Creatures who suffer penalties in bright light suffer them if the beam is directed at their eyes. Creatures that try to avoid looking at the light are allowed a saving throw against paralyzation, with success indicating that the beam missed them.



Maintain (Necromancy, Abjuration)

6th-level Wizard Spell

3rd-level Priest Spell (Protection)

Range: Touch
Components: V, S, M
Duration: 1 day per caster level
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: None

Since cinnabryl is difficult to find in some places, priests developed a spell to counteract some of the effects of the Red Curse. After some work, wizards were able to duplicate the spell's effects.

The caster must touch the target individual to activate the spell, and must recite the spell's verbal component of the spell while doing so. The material component of the spell is at least a week's worth of undepleted cinnabryl. This must be touched to the recipient's head at the end of casting, but is *not* consumed in the casting.

The target is maintained at his or her current stage of Red Curse effect for the duration of the spell. A recipient in the Time of Grace remains there (except for suffering the loss of a single ability point); a recipient in the Time of Loss or the Time of Change stays at exactly the same point as when the spell is cast. The use of a Legacy by a recipient of *maintain* immediately dispels the *maintain* spell.

As mentioned, this spell does not prevent the loss of the initial 1 point from the appropriate ability score, nor does it eliminate or heal any detrimental effects. It does not work on Inheritors. If the recipient is the victim of a successful *deplete* spell (for which the caster need make only a normal attack roll, without the –4 penalty), the *maintain* spell is immediately eliminated, and the full time called for by the *deplete* spell is instantaneously applied to the Time of Loss and Change.

This spell is used throughout the Savage Coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects, and also keeps most of the common folk in those small towns from using Legacies.

Measure Cinnabryl (Divination)

2nd-level Wizard Spell

1st-level Priest Spell (Divination, Elemental)

Range: 10 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One item of cinnabryl
Saving Throw: None

With this spell, the caster can measure the amount of time for which a single, visible item of cinnabryl will remain useful in holding off affliction of the Red Curse. The amount of time comes to the caster's mind as if suddenly remembered.

Minor Glassteel (Alteration)

5th-level Wizard Spell

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Object(s) touched
Saving Throw: None

Created by ancient and powerful ee'aar wizards, this spell is a lesser version of the 8th-level wizard's spell *glassteel*. Like the greater spell, *minor glassteel* turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Ee'aar use this spell to create glass weapons and armor.

The caster can affect a single, whole object that weighs five pounds or less. (Since the substance created has half the weight of steel for the same mass, an item equivalent in size to a 10-pound steel item can be created.). Alternately, a pound of smaller, linked items (such as glass links for glassteel mail) can be enchanted with a single casting of the spell. An ee'aar making glassteel chain mail creates the rings in small amounts, enchants them, attaches the next batch, enchants them, and so forth, until finished.

The material components for this spell are the glass item to be affected, a small piece of steel, and a gem worth at least 10 gp.

Magical Items

Almost any standard magical item can be found in a Savage Coast campaign. Items from the *DMG* that are named for people are extraordinarily rare (at best!). In general, the items act exactly as described in that book; none have special effects against the Red Curse or people affected by it. An item works for any PC race unless otherwise specified in the item description, despite size or shape, because all PC races are basically humanoid. For example, a person deformed by the Red Curse could wear magical rings or *bracers of defense*, the item changing size to fit unless otherwise specified.

As noted elsewhere, the Savage Coast is home to a number of inherently magical substances. (For details, see Chapter 3, which describes how they are used in making magical items.)

Red steel can be enchanted to create magical weapons or armor. The weapons are normal for their enchantment and retain the natural magic of red steel, while red steel armor has special properties (see following text). Enchanting cinnabryl is also possible, but is rarely done, because the substance is too valuable as a counteragent to the effects of the Red Curse. In most cases, the cinnabryl would eventually deplete and become red steel, at which time it would be reshaped and lose any enchantments that had been placed on it. Steel seed is useful in the making of smoke powder and other magical substances. Vermeil has no real magical properties of its own (other than a magical aura), but it mixes easily with other substances and helps them hold enchantments. It is used to make smoke powder and crimson essence, as well as other magical powders, potions, and preparations.

Smoke powder has a different genesis on the Savage Coast, and a reddish color, but is otherwise as described in the *DMG*. Crimson essence is fully described in the following text.

Red Steel Armor: *Armor of Change*

Armor can be constructed of red steel by any competent redsmith who is also an armorer. A wizard of high enough level can enchant such armor in all the ways other armor can be enchanted. In addition, red steel armor can be enchanted with a *polymorph self* spell (which, as usual, must be cast in concert with *enchant an item* and sealed inside with *permanency*).

Red steel armor enchanted in this fashion is commonly called *chain mail of change, plate mail of change,* etc. It changes shape and even size with its wearer—such as when the caster is affected by a Legacy or a spell that alters shape—and continues to offer the same protection as before.

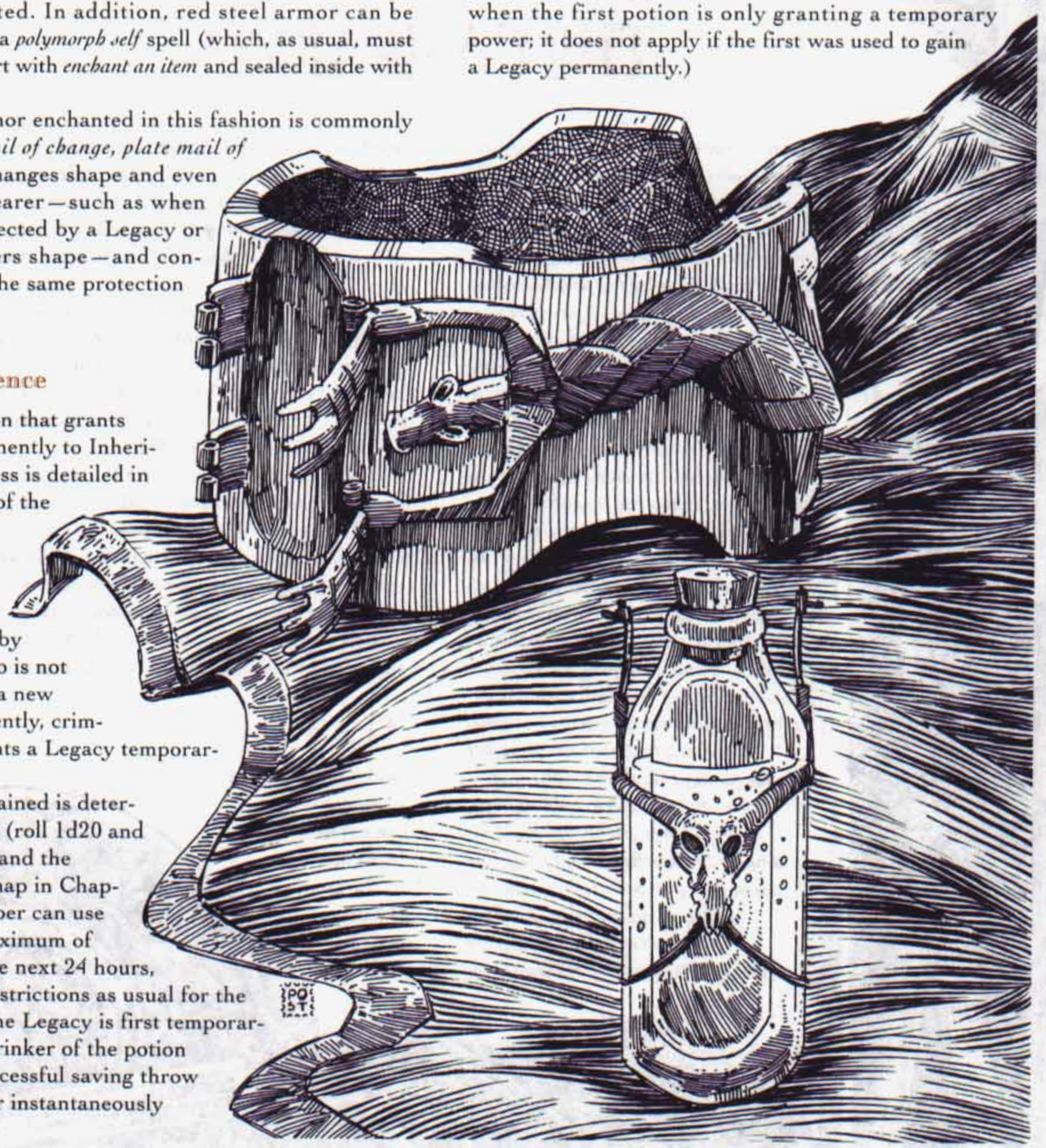
Crimson Essence

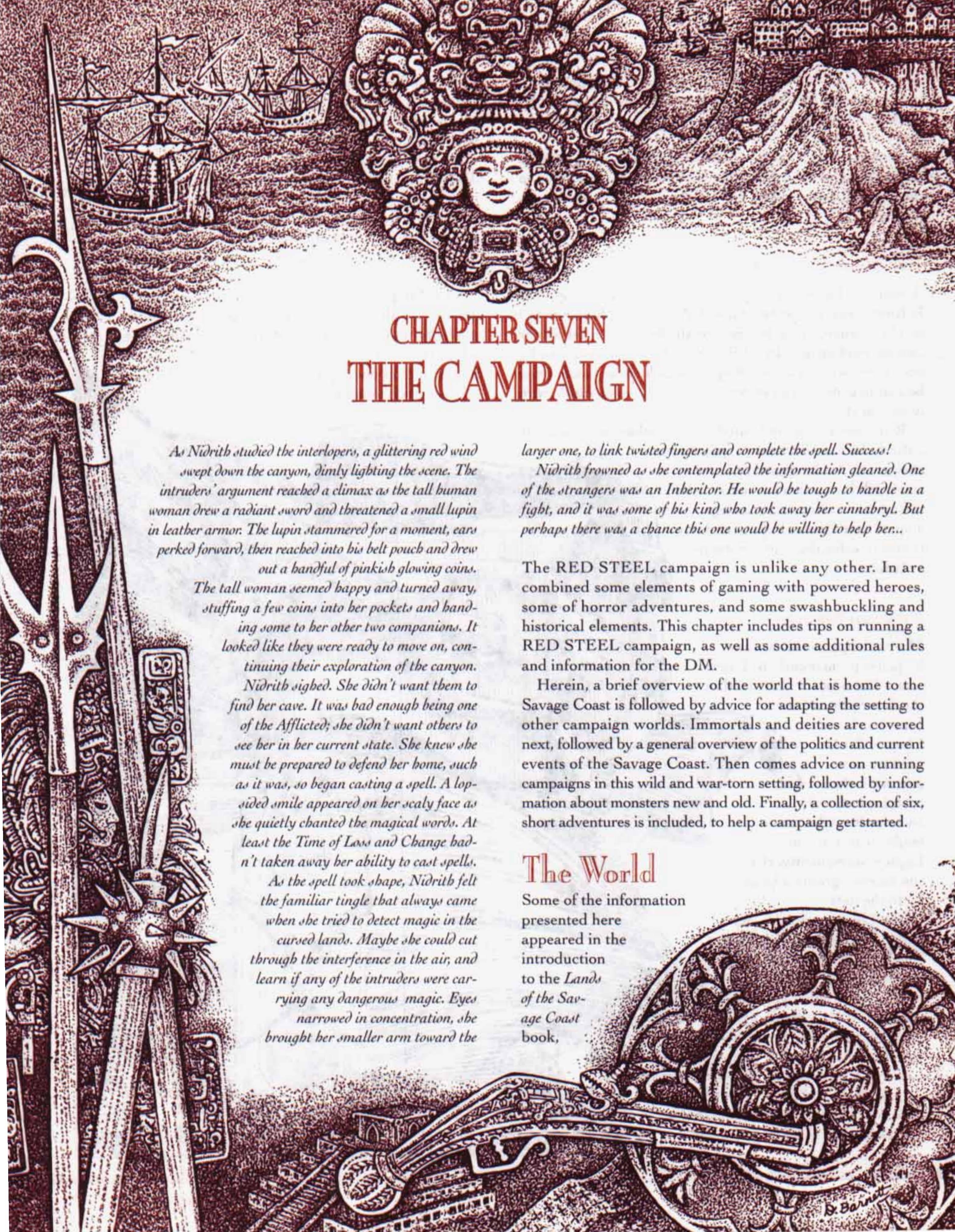
This is the potion that grants Legacies permanently to Inheritors. (The process is detailed in the description of the Inheritor kit in Chapter 2.) If used by someone other than an Inheritor, or by an Inheritor who is not ready to accept a new Legacy permanently, crimson essence grants a Legacy temporarily to the user.

The Legacy gained is determined by region (roll 1d20 and check Table 3.1 and the accompanying map in Chapter 3). The imbiber can use the Legacy a maximum of three times in the next 24 hours, with the same restrictions as usual for the Legacy. When the Legacy is first temporarily gained, the drinker of the potion must make a successful saving throw against poison or instantaneously suffer the Legacy's detrimental effects (except for ability score loss). These effects remain until the potion wears off (at the end of the Legacy's third use, or after 24 hours, whichever comes first).

The preparation of crimson essence is covered in the description of the Inheritor kit and in Chapters 3 and 4. If the potion is consumed before it is fully ready, it has no beneficial effect. In addition, someone who drinks crimson essence before it is ready must make a successful Constitution check or fall ill, becoming weak and helpless for 2d4 hours.

Drinking a second potion of crimson essence while another is still in effect requires a roll on the "Potion Compatibility" table in the *DMG*, Appendix 3. (This applies only when the first potion is only granting a temporary power; it does not apply if the first was used to gain a Legacy permanently.)





CHAPTER SEVEN
THE CAMPAIGN

As Nidrith studied the interlopers, a glittering red wind swept down the canyon, dimly lighting the scene. The intruders' argument reached a climax as the tall human woman drew a radiant sword and threatened a small lupin in leather armor. The lupin stammered for a moment, ears perked forward, then reached into his belt pouch and drew out a handful of pinkish glowing coins.

The tall woman seemed happy and turned away, stuffing a few coins into her pockets and handing some to her other two companions. It looked like they were ready to move on, continuing their exploration of the canyon.

Nidrith sighed. She didn't want them to find her cave. It was bad enough being one of the Afflicted; she didn't want others to see her in her current state. She knew she must be prepared to defend her home, such as it was, so began casting a spell. A lopsided smile appeared on her scaly face as she quietly chanted the magical words. At least the Time of Loss and Change hadn't taken away her ability to cast spells.

As the spell took shape, Nidrith felt the familiar tingle that always came when she tried to detect magic in the cursed lands. Maybe she could cut through the interference in the air, and learn if any of the intruders were carrying any dangerous magic. Eyes narrowed in concentration, she brought her smaller arm toward the larger one, to link twisted fingers and complete the spell. Success!

Nidrith frowned as she contemplated the information gleaned. One of the strangers was an Inheritor. He would be tough to handle in a fight, and it was some of his kind who took away her cinnabryl. But perhaps there was a chance this one would be willing to help her...

The RED STEEL campaign is unlike any other. In are combined some elements of gaming with powered heroes, some of horror adventures, and some swashbuckling and historical elements. This chapter includes tips on running a RED STEEL campaign, as well as some additional rules and information for the DM.

Herein, a brief overview of the world that is home to the Savage Coast is followed by advice for adapting the setting to other campaign worlds. Immortals and deities are covered next, followed by a general overview of the politics and current events of the Savage Coast. Then comes advice on running campaigns in this wild and war-torn setting, followed by information about monsters new and old. Finally, a collection of six, short adventures is included, to help a campaign get started.

The World

Some of the information presented here appeared in the introduction to the *Lands of the Savage Coast* book,

Table 7.1: Calendar of Mystara

Months (season)	Days of the Week
Nuwmont (mid-winter)	Lunadain
Vatermont (late winter)	Gromdain
Thaumont (early spring)	Tserdain
Flaurmont (mid-spring)	Moldain
Yarthmont (late spring)	Nytdain
Klarmont (early summer)	Loshdain
Felmont (mid-summer)	Soladain
Fyrmont (late summer)	
Ambyrmont (early fall)	
Sviftmont (mid-fall)	
Eirmont (late fall)	
Kaldmont (early winter)	

but is augmented and expanded here. The Savage Coast is a frontier land whose official location is on the southwestern side of the continent of Brun in the MYSTARA™ campaign setting. Brun is the best-known continent of that world; its southeastern corner holds the lands collectively called the "Known World." That area contains the Kingdom of Karameikos, the Republic of Darokin, the Principalities of Glantri, and numerous other countries, with a wide diversity of cultures (emulating many real-world historical cultures).

Explorers from the Known World have settled several times along the Savage Coast. Many of the coast's languages and cultures have their roots in the Known World. Even the calendar of the Savage Coast comes from the Known World. The Savage Coast uses the Thyatian calendar, which designates the current year as A.C. 1010 and divides the year into 12 months of 28 days each. A week is seven days long. The months and days of the calendar are shown in Table 7.1. The new moon begins with each month's first week, the first quarter with the second week, the full moon with the third week, and the last quarter with the fourth week.

Despite all these commonalties, and the shared backgrounds, there are no remaining political ties between the two areas, and communication and trade between them is sporadic at best.

The Savage Coast is also the point of origin of several cultures that have spread to other places. The aranea had their start on the coast, as did the three races of lizard kin (the shazaks, gurrash, and caymas, known elsewhere as lizard men, gator men, and cay men), the wallaras (known elsewhere as chameleon men), and tortles. Minotaurs are descended from their winged kin, the enduks, while the winged elves of the Savage Coast (the ee'aar) are an offshoot of normal elves. The origins of phanatons, rakasta, and lupins are unsure, but it seems likely that these three races came from somewhere else and spread simultaneously to the Known World and the Savage Coast. Ironically, many of the so-called savage races of the Savage Coast (phanatons, tortles, wallaras, caymas, gurrash, and shazaks) are less primitive than their cousins in other parts of the world. Similarly, lupins and rakasta have true civilizations only on the Savage Coast; in other places, they have nomadic tribal cultures. It should be noted that the native races do not consider the area a "frontier," and that term is certainly a misnomer in regard to their cultures. Only the humans and demihumans of the eastern coast think of the region in those terms. Also, remember that the most recent wave of non-native colonization began about 100 years ago, so even the humans and demihumans do not always have a frontier culture, though wars have kept any strong, centralized governments from developing.

The rest of the planet has a wide assortment of human and demihuman cultures. And the geography of the world is more diverse than many of its inhabitants For one thing, the planet is hollow; its interior holds remnants of ancient civilizations preserved by Immortals.

Not quite deities, the Immortals are still incredibly powerful, and fulfill the roles of divinities. New Immortals are still being created, and it is even possible for player characters to eventually join those ranks, if they fulfill a great quest and gain Immortal sponsorship.

Please note, however, that it is not necessary to play the campaign with the Savage Coast as part of the larger MYSTARA campaign world. The Savage Coast can be used with other worlds published for the AD&D game, or with a world of the DM's creation. This can be done to add spice to an existing campaign, or more for convenience, to allow players to take existing characters into the RED STEEL campaign, rather than creating new characters. Tips for adapting the Savage Coast to other worlds follow.

Other Worlds

The Savage Coast stretches between the Serpent Peninsula in the east to the Orc's Head Peninsula in the west. The maps included with this set show the coastal region, the northern portion of the Orc's Head Peninsula, and part of the Serpent Peninsula. The maps show a region approximately 2,700 miles long from east to west that contains more than 5,000 miles of coastline (just over 2,100 of which is the Savage Coast, between the two peninsulas) and more than one million square miles of land. Obviously, this is not a region that can be conveniently dropped in wherever the DM desires. It is more of a subcontinent, and some thought should be given to where it is placed. Note that the entire setting need not be used; a DM could use just the coastal nations themselves, or just the nation of Herath, or just the rakasta.

The vast majority of the actual Savage Coast lies at 30° north latitude, about the same as the southern United States of the real world. In fact, examination of the map of the continent of Brun will reveal a striking resemblance between that continent and the North American continent of several thousand years ago. The Orc's Head Peninsula approximates Texas, while the Serpent Peninsula approximates

Florida. Indeed, the climate of the Savage Coast is warm temperate to subtropical. Because of the latitude, the long coastline, and the warm currents, it rarely snows anywhere along the coast (perhaps once in 10 years).

Thus, the DM should consider geography and climate when placing the Savage Coast into another world. Adjustments can be made in the size of the area (ignoring the peninsulas, for instance), and the climate can be modified to reflect the area's placement.

In general, the Savage Coast should be placed somewhere far away from the main campaign area of the DM's world. This way, when the PCs discover a "new" area that is already settled and civilized, there is a logical reason why they have never heard of it before. In addition, it keeps red steel, the Legacies, and firearms from interfering with the rest of the campaign world.

Immortals

As mentioned before, Mystara has Immortals instead of gods. These Immortals have great power and grant spells to clerics, and religions focus on them. Immortals do not die of old age, disease, or damage; they do not need to eat, drink, or breathe; they are unaffected by mortal magic, and can cast spells far more powerful than mortal magic; and they live on other planes. Like gods, Immortals are not "monsters" to be used in direct conflicts against PCs.

The main difference between gods and Immortals is that the latter were once mortal, but they attained Immortal status (through the sponsorship of some greater Immortal who approved of their mortal accomplishments). This means that Immortals retain an empathy with mortals and are quite willing to interfere to varying degrees in their affairs. By doing so, they work to achieve their own personal goals, gain further powers, and advance their Spheres (see subsequent text). The only thing capable of thwarting them in their efforts is other Immortals. While Immortals are forbidden from acting directly against mortals, they can work through agents and prophesies.

The path to Immortality is difficult, and is not covered in these rules. The *Wrath of the Immortals* boxed set offers rules for characters achieving Immortality in the **D&D**® game system. Those rules can be adapted for use with the **AD&D** game system if so desired. In short, to become Immortal, a person must find out about that level of existence, and must appeal to an Immortal for sponsorship. The Immortal puts the petitioner through a test before even opening communication, and if the petitioner proves worthy, assigns a series of quests and tasks. A character who succeeds in all these trials, and is judged to be both wise and experienced, is granted Immortality of the lowest level, in the Sphere of the patron.

Immortals are ranked in degree of power. The rankings, from lowest to highest are as follows:

1. Initiate
2. Temporal
3. Celestial
4. Empyreal
5. Eternal
6. Hierarch

These rankings are important (from a mortal viewpoint) only to show the raw power of Immortals in relation to one another. It does not reflect the power or influence of various churches. Immortals increase their rankings through activity and experience, similar to the way that PCs rise in levels.

Immortal Spheres

Each Immortal also belongs to a Sphere (not to be confused with the clerical spheres of spells). Each Sphere is a sort of loose pantheon of like-minded individuals with common goals and an established, though changeable, hierarchy. The five spheres are Matter, Energy, Time, Thought, and Entropy. Each Sphere is related to an element, and members of each Sphere have alignment tendencies. But alignments are not set; a member of any Sphere can have any alignment. Note also that a Sphere is not a place, but is instead a philosophy. See the sidebar for a description of the five spheres.

THE FIVE SPHERES OF THE IMMORTALS

The **Sphere of Matter** concerns itself with the physical world and its inhabitants, and is the Sphere of solidity, sturdiness, and stability, mutable within set and understandable rules. This Sphere is related to the element earth, and most of its members are lawful.

The **Sphere of Energy** is devoted to activity and transformation, and includes such things as fire, creation, and magic. Energy is temperamental, dynamic, different, and brilliant. This Sphere is tied to the element fire, and most members are chaotic.

The **Sphere of Time** seeks constant change, but at a set and controlled rate. Like a river, it is constantly in motion, though it remains in one place. It is the Sphere of history, growth, and rebirth. The Sphere is related to the element water. Most members are neutral.

The **Sphere of Thought** seeks understanding and enlightenment, and attracts Immortals who look for realization, philosophy, and analysis. This Sphere is linked to the element air, ephemeral yet ever-present, invisible yet pervasive. Most members are good.

The **Sphere of Entropy** is the Sphere of destruction, disintegration, and death, the end of all things. It is the shattering of matter, the quenching of energy, the final lapse of time, and the stilling of thought. It acts against all the other Spheres, and even against itself. This Sphere has no definite elemental analog, but some believe it to be tied to the Negative Material Plane (hinting at the possibility of an undisclosed sixth Sphere tied to the Positive Material Plane). Most Immortals of the Sphere of Entropy are evil.

Immortals also gather together in groups (established for some specific purpose or common goal), cliques (formed informally through friendships), and councils (formal bodies composed of one Hierarch of each Sphere, with a specific purpose, usually regulatory or investigative in nature). Some associations are mentioned in the section on politics later in this chapter.

Specialty priests can be constructed by the DM if desired. Choose clerical spell spheres based on the Immortal's Sphere, abilities, and interests. Most specialty priests should have a special weapon available to them, based on the Immortal's preferences or abilities. Some might have other special abilities (priests of a patron of thieves could have thieving abilities, for instance), or access to unusual spells (such as access to wizard spells for priests of a patron of magic). These decisions are left to the DM because of space limitations here. Comparisons with established specialty priests would be valuable. DMs should also consider the desired power level of specialty priests, and try to balance them with other classes. The DM may choose to allow specialty priests unlimited advancement if they are priests to racial patrons.

Specific Immortals

Following is a short overview of the Immortals who are revered on the Savage Coast. Each entry includes the Immortal's most common name; the Immortal's gender; regions in which the Immortal is revered, and the local name used there if different; the Immortal's rank (by title and "level") and Sphere; the required alignments of the Immortal's priests and then followers; and a short description of the Immortal's areas of interest. If only one element of an alignment is listed, clerics or followers can be of any alignment that contains that component.

Al-Kalim. Male. Revered in Saragón. Initiate (1) of Time. Any/Lawful or Neutral. Imported with Ylari settlers a century ago, Al-Kalim is the patron of scholarship, tolerance, and courage. He is the favorite of sages and wizards, as well as warriors who favor strategic planning.

Asterius. Male. Revered in Robrenn as Belnos. Eternal (5) of Thought. Any/Any. Asterius controls the moon, money, and commerce. The patron of healers, traders, thieves, and travelers abroad, Asterius is popular among halflings.

Atzanteotl. Male. Revered in Nimmur as Menlil. Hierarch (6) of Entropy. Chaotic/Chaotic or Neutral. This corrupter of civilizations seeks destruction of all surface life. He is the patron of war and revenge among the manscorpions, and taught them how to make protective body paints so they could venture into Gilmun, the "land above," a place of sun and light.

Calitha Starbrow. Female. Revered in Bellayne as Felidae, by tortles as Mother Ocean, by wallaras as Barramundje the Mother. Celestial (3) of Time. Neutral/Any. In Bellayne, this Immortal governs oceans, travelers, adventurers, good fortune, and merchants. The tortles revere Calitha as their mother and protector, chief among their Immortals. Among the wallaras, Barramundje is the mother of rivers and billabongs, patron of fertility, the element of water, and all that grows. Anyone who befouls the lands of the wallaras runs the risk of being cursed to become a wandering frilled lizard, eventually to fall to some hunter's boomerang. One of the first elven Immortals, Calitha also protects the sea, which is the cradle of life.

Clébard, Saimpt. Male. Revered in Renardy. Initiate (1) of Thought. Lawful/Any. One of the few lupin Immortals, this is the patron of loyalty, fidelity, and family. He represents the law, as well as love between those of good breeding.

Crakkak of the Sharp Tooth. Male. Revered by orcs of the Dark Jungle. Temporal (2) of Matter. Chaotic/Any. This savage aquatic power is the great shark spirit of the orcs of the Dark Jungle, the bringer of disasters to seafarers.

Demogorgon. Female. Revered in Ator as Goron. Eternal (5) of Entropy. Chaotic evil/Nongood. Goron is the embodiment of gurrash evil and destruction. She is the reptilian queen of evil and water, and made the gurrash brutal and bloodthirsty, causing them to revolt against Herath. For the gurrash, Goron is the patron of victory, bravery, and ultimately death, because Goron uses her followers as fodder to spread destruction.

Diulanna. Female. Revered in Robrenn as Arduinna. Celestial (3) of Thought. Lawful or Good/Any. The patron of will, her interests are willpower, archery, and hunting. She accepts only female druids.

Eiryndul. Male. Revered in Eusdria as Eirys, in Herath as Shaibuth, in Aeryl as The Adventurer. Empyreal (4) of Energy. Any/Any (mostly Chaotic). One of the first elven Immortals, Eiryndul promotes jokes, amusement, and relaxation. In Eusdria, this Immortal is protector of elves and woodland beings, and patron of elven wizards. In Herath, Shaibuth is the patron of forest dwellers, and the sponsor of a small druidic sect composed only of Webmasters. Among the ee'aar, Eiryndul represents freedom, curiosity, and acting on impulse. Wandering or adventuring ee'aar often follow Eiryndul.

Faunus. Male. Revered in Robrenn as Cernuinn. Temporal (2) of Matter. Neutral or Chaotic/Any. Often depicted as a man with the head or antlers of a deer, this patron of woodland beings and herd animals is fond of eating and drinking, poetry and song, and bards. One of the oldest Immortals, Faunus lacks both malice and ambition.

Frey. Male. Revered in Eusdria as Fredar. Celestial (3) of Thought. Lawful or Neutral/Any. This thoughtful warrior is wise, noble, and handsome, and inspires strategic planning and nobility of deed. He is held in high regard by the freehearts of Eusdria. Frey is the brother of Freyja.

Freyja. Female. Revered in Eusdria as Fredara. Celestial

(3) of Thought. Lawful or Neutral/Any. This wise warrior is beautiful, thoughtful, and noble. She inspires tactical planning and honorable actions, and is highly regarded by the freehearts of Eusdria. She is the sister of Frey.

Great One. Male. Revered by wallaras as Agundji. Eternal (5) of Matter. Any/Any. This patron of dragons is the chief Immortal of the wallaran pantheon. Most wallaras revere Agundji as the lord of all creatures and the patron of sky heroes. His interests extend to the sky, the element of air, colors, and mimicry.

Hel. Female. Revered in Robrenn and Eusdria as Nyt. Hierarch (6) of Entropy. Neutral or Evil/Non-good. This patron of death and reincarnation sees death and entropy as part of life. While not really followed in Robrenn or Eusdria, she is acknowledged as part of the beginning and the end of all. The most powerful Immortal of Entropy, she is one of the oldest Immortals and is a foe of Odin.

Iliric. Male. Revered in Herath as Negyavim. Temporal (2) of Energy. Chaotic/Any. This Immortal is a brilliant teacher of magic whose attention was attracted to the nation of mages. Negyavim is the patron of Herathian wizardry, but also of greed and insensitivity.

Ilsundal. Male. Revered in Eusdria as Tiuz, in Aeryl as The Guide. Eternal (5) of Energy. Lawful Good or Lawful Neutral/Any. Ilsundal was one of the first elven Immortals. Patron of elves, wisdom, law, and trust, Tiuz is often represented among Eusdrian clerics as a warrior whose right hand is missing. Ilsundal leads the ee'aar pantheon and represents peace and serenity. The ee'aar believe it was Ilsundal's will that led them to the high mountains, and that he requires them to live there in quiet seclusion from the rest of the world.

Ixion. Male. Revered in Narvaez, by goblinoids as Tabak, by wallaras as Warruntam the Eagle Spirit, in Nimmur and Eshu as Idu. Hierarch (6) of Energy. Any/Any. Ixion represents fire and sun, as well as a balance of passion and wisdom, power and scholarship. He is the eldest known Immortal of Energy. In Narvaez, he is the sun, life, power, and wisdom, and is seen as the one Immortal worthy of true veneration (though Vanya is seen as his avenging servant); religious persecution has been carried out in his name. The Yazi and Yazak goblinoids see Tabak as the ruler of the sun and the moon, the bringer of the seasons, and the maker of order. In the lands of the wallaras, Warruntam is the patron of hunting, speed, and bravery. He is also their patron of fire, and is the closest thing they have to a patron of war. Idu is the patron Immortal of the enduks, who were created to serve him. Among the manscorpions, Idu is generally feared and hated, an "evil" figure who caused the sun to destroy manscorpions. Some few manscorpions still revere Idu, but they are considered dangerous heretics by the established clergy of Nimmur.

Ka the Preserver. Male. Revered in Shazak as Ka'ar, by tortles as Father-Earth, by wallaras as Genjoo the Crocodile Spirit. Hierarch (6) of Matter. Lawful or Neutral/Any. Ka interfered with Herathian experiments to create shazaks (because he felt it wrong for mortals to create life), making the shazaks unsuitable as Herathian slaves. Ka became the patron of the shazaks, and is their patron of trade, wealth, and a better life. The tortles revere Ka as their father, husband to Calitha their mother, the bringer of life through growing things. Among the wallaras, Genjoo is responsible for the earth, the land, and the magical places. Great rocks are thought of as entrances to Genjoo's world, and are venerated by wallaras.

Kagyar. Male. Revered in Robrenn as Belsamas, in Eusdria, Bellayne, and Cimarron County as Kagyar. Eternal (5) of Matter. Any (true neutral in Robrenn)/Any. This patron of dwarves governs the arts of forging, metalworking, and construction. In Bellayne, Kagyar represents the working-class male. In Cimarron County, Kagyar is the patron of artifice, and the master of firearms.

Karaash. Male. Also known as Ilneval. Revered by the orcs of the Dark Jungle, and by the Yazak and Yazi goblinoids. Initiate (1) of Thought. Chaotic or Neutral/Any. The patron of warriors among the tribes of orcs in the Dark Jungle, as well as among the Yazi and Yazak goblinoids, Karaash is the stern, uncompromising war-leader, not given to rages or expressions of any emotions. He encourages strategic planning and proving personal strength in individual combat.

Korotiku. Male. Revered in Renardy as Saimpt Renard, in Herath as Yehm. Hierarch (6) of Thought. Any/Any. Saimpt Renard represents wit, freedom of thought, wisdom, sense of smell, cunning, and trickery. He leads the pantheon of Renardy and, as a prank played on pompous Immortals of human origins, sponsored lupins to become Immortals. In Herath, Yehm is the grand patron of the aranea. A prankster, Korotiku is one of the oldest Immortals, and is venerated by those who survive by guile and deception, even though he encourages the shattering of illusions.

Loki. Male. Revered in Eusdria as Lokar, in Hule as Bozdogan. Eternal (5) of Entropy. Chaotic/Nonlawful. The ultimate troublemaker and sower of dissension, a malicious trickster and causer of betrayal, Lokar is the patron of flames, mischief and lies. He plots the destruction of Viuden (Odin), Donar (Thor), and Eirys (Eiryndul). As Bozdogan, Loki has created in Hule a bureaucracy of liars, politicians, and thieves as a monument to his own cleverness.

Loup, Saimpt. Male. Revered in Renardy. Temporal (2) of Thought. Any/Any. One of the few lupin Immortals, Saimpt Loup portrays both good and evil among lupins, as the patron of mercy, hunger, destruction, night, and winter. Among the peasant classes, Saimpt. Loup is revered as the one who keeps the lupins strong by weeding out the sick and the weak.

Malinois, Saimpt. Male. Revered in Renardy. Celestial (3) of Thought. Good/Non-evil. One of the few lupin Immortals, Saimpt Malinois the Were-Slayer is the patron of hunters and master of revenge, courage, warriors, blacksmiths, and those who go to war. He is the lord of glory and conquests against evil.

Masauwu. Male. Revered in Herath as Eneban, in the Savage Baronies as The Ambassador. Eternal (5) of Entropy. Chaotic/Any. Eneban represents the arts of diplomacy, intrigue, influence, and masquerade, things of vital importance to aranea. By definition, he is the patron of rulers, spies, liars, thieves, and smooth-talking manipulators. In the Savage Baronies, Masauwu is regarded as the patron of diplomats and politicians, those who seek to win by intrigue rather than by open warfare.

Mâtin, Saimpt. Male. Revered in Renardy, revered as Brother Shell by tortles. Temporal (2) of Thought. Lawful or Good/Any. One of the few lupin Immortals, the Great Watcher is patron of fortresses, guards, and those who died on the battlefield protecting their kin. He is the master of safety and happiness at home. Brother Shell is a recent addition to the tortle pantheon, and is believed to be the son of Ka and Calitha. He represents defense of land and protection of the family.

Mealiden Starwatcher. Male. Revered in Aeryl as The Guardian, in the Savage Baronies as Milan. Empyreal (4) of Energy. Lawful/Any. Mealiden protects Ilsundal. Among the ee'aar, Mealiden is revered as the defender of Aeryl, and by extension, the patron of war. He likes bold, mocking, light-spirited adventurers. In the Savage Baronies, Milan is the patron of seafarers and Swashbucklers.

Nyx. Female. Revered in Nimmur as Nin-Hurabi, by the orcs of the Dark Jungle as Na'al. Hierarch (6) of Entropy. Any/Any. Nyx is the Immortal of night, darkness, beasts of the darkness, and undead, and ultimately wants undead to take over the world. In Nimmur, Nin-Hurabi represents darkness, fertility, birth, and the safety of the caverns of Apsur (the dark underworld beneath Gilmun, realm of Atzanteotl). Nin-Hurabi seeks to protect the manscorpions and believes they should remain in the caverns. She despises Ixion for the way he dismissed and cursed the manscorpions, and frowns on the way Atzanteotl manipulated the manscorpions into conquering ancient Nimmur, and then cheated them with his protective body paint. Among the orcs of the Dark Jungle, Nyx is simply the patron of darkness, a favorite of those orcs who live in caverns.

Odin (or Wotan). Male. Revered in Robrenn as Taranos, in Eusdria as Viuden. Hierarch (6) of Thought. Lawful Good or Neutral Good/Any. Wise and thoughtful, Odin is one of the oldest Immortals. In Robrenn, he is the master of the skies, storms, and mighty lightning, but is not very influential. In Eusdria, he leads the pantheon as the representation of sky, storms, and authority.

Orcus. Male. Revered by the orcs of the Dark Jungle as Oruguz. Eternal (5) of Entropy. Chaotic Evil/Neutral or Chaotic. Cold and cruel, this bestial engine of destruction is a genius who loves to destroy in spectacular fashion. Oruguz is a favorite of porcine lycanthropes who lead the Sea Plague tribe of orcs in the Dark Jungle.

Ordana. Female. Revered in Robrenn as Breig, in Bellayne as Tawnia, in Jibarú as Uí. Hierarch (6) of Time. Neutral/Any. Originally a treant, she is the Mother of Forests, Patron of Robrenn, and head of the Robrenn pantheon. She allows only female druids, though men follow her precepts. She is venerated by most elves in Robrenn. In Bellayne, she defends elves and rakasta, hunters, archers, and druids. As Uí, Ordana is the head of the phanaton pantheon, patron of the forest and protector of its people. Ordana gave the phanatons the impetus toward civilization, so they might defend themselves from the aranea, whom Ordana hates as manipulators of life. Ordana promotes commerce between phanatons and wallaras.

Ralon, Saimpt. Female. Revered in Renardy, and by tortles as Sister Grain. Initiate (1) of Thought. Any/Any. One of the few lupin Immortals, Saimpt Ralon is the patron of life, good food, fun, and health, and master of wealth, farmers, merchants, and those who produce goods for all. Among tortles, Sister Grain is a recent addition, considered the daughter of Ka and Calitha, and sister to Mâtin; she is the patron of farmers and the bringer of food.

Shining One (Kurtulmak the). Male. Revered in Cay as Kutul. Temporal (2) of Energy. Non-lawful/Any. This patron of kobolds is also patron of caymas (possibly because there are no kobolds on the Savage Coast). Kurtulmak is a chaotic teacher of tricks, traps, indirect confrontation, and using enemies' strength against them. Seeing that the caymas were poor warriors, he sought to teach them a few things. He shares leadership of the caymas with Terra, and is the patron of war, fire, and territorial gains.

Talitha. Female. Revered by the orcs of the Dark Jungle as Ait-Tha. Eternal (5) of Entropy. Chaotic/Any. This Immortal is devoted to self-gratification and malicious stealing. Among the orcs of the Dark Jungle, she is patron of thieves and of victory by deception.

Tarastia. Female. Revered in Bellayne as Pax Bellanica, in the Savage Baronies as The Judge. Eternal (5) of Energy. Lawful Neutral or Lawful Good/Any. This patron of justice and revenge aids seekers of honorable vengeance. Though she represents peace to the rakasta, she also inspires them to mount crusades against the goblinoid hordes. In the Savage Baronies, the Judge is the representation of justice and the inspiration of duelists. She is the patron of duelists.

Terra. Female. Revered by the goblinoids as Yamag, in Cay as Cay, in Jibarú as Mother-Earth or Marau-Ixuf. Hierarch (6) of Matter. Lawful Neutral or Lawful Good/Lawful or Neutral. Terra, the most powerful of the Immortals of Matter, is concerned with the creation and protection of new life. The Yazi and Yazak goblinoids believe that Yamag is the keeper of the world, she who insure new births to replace those who die, the one who brings death to beings whose time has come, the one who keeps rivers and wells flowing. Cay represents earth, but also life, fertility, population growth, and good luck. She resented Herathian experiments on other races, and is the Immortal who made the caymas too proud of their limited building skills, so they became useless to the Herathians. In Jibarú, she is the patron of birth, life, and death. It was Terra who caused the early phanatons to be predators, to balance the aranea threat. She encourages commerce between the phanatons and the wallaras.

Thor. Male. Revered in Robrenn as Tuatis, in Eusdria as Donar, in the Savage Baronies as the General. Eternal (5) of Energy. Lawful Neutral or Lawful Good/Any. In Robrenn and Eusdria, this Immortal is the patron of warriors, the unchallenged lord of wars and bravery. He demands a code of honor, and is the patron of many Companies of Honorbound. He sometimes sponsors reckless urges and berserk rages in Eusdrian followers. In the Savage Baronies, the General is the patron of war, bravery, and honorable treatment of the enemy.

Valerias. Female. Revered in the Savage Baronies, and in Herath as Shaya. Hierarch (6) of Matter. Any (usually Chaotic)/Any. Valerias is dedicated to romance, passion, and emotion; she is a figure of both love and war. In the Savage Baronies, she is the patron of Gauchos and Swashbucklers, as well as any other passionate individuals, and is the inspiration for duels and wars, as well as representing the reason to come home. Valerias is attracted to tragic love stories, and is the patron of Herathians unable to fully realize their love, because of interspecies conflict or an all-consuming devotion to magic.

Vanya. Female. Revered in Bellayne as Belbion, in Narvaez as the Inquisitor, in Vilaverde, Texeiras, and Torreón as Faña. Empyreal (4) of Time. Any/Any. In Bellayne, Belbion represents pride, honor, war, conquests, and the superiority of one's way. She is a favorite of warriors and those who believe rakasta culture is better than any other. She is venerated by those who want to expand their boundaries, and those who believe in survival of the fittest. She often inspires wars against goblinoids. In Narvaez, the Inquisitor represents pride and the correctness of beliefs, so is the avenger of all who do not follow the way of Ixion, lord of fire, and the punisher of those who stray. Faña represents war and pride in Texeiras, Vilaverde, and Torreón. In those states, she is the patron of warriors, and the representation of self-defense and of vindication, especially reprisals against those who deliver insults.

Yav. Male. Revered in Yavdlom. Celestial (3) of Time. Neutral or Good/Any. This patron of divination and prophecy is very important in Yavdlom, as their patron Immortal. He teaches responsibility with divination and prophecy.

Zirchev. Male. Revered in Robrenn as Leug, in Jibarú as the Huntsman or Uatuma. Celestial (3) of Energy. Neutral/Any. This patron of forest folk is a huntsman and beast-handler. In Robrenn, Leug is patron of demihumans, wisdom, and the arts. In Jibarú, he is the patron of the hunt, as well as bravery and charm. He guides phanaton hunting parties, as well as war parties in times of crisis. Sympathetic to intelligent social misfits, Zirchev is also patron of those Afflicted by the Red Curse.

Inheritors

Many people view Inheritors as a sort of "curse police"; they attempt to control trade and sale of cinnabryl and red steel, and they do a pretty good job of it. Most known cinnabryl mines are in and around the Savage Baronies (one in Cimarron, two mines and scattered deposits in the Red Lands near Vilaverde, Texeiras, and Torreón), though there is one in Cay (near Hwezzah), and one in each Renardy, Bellayne, and Herath. In addition, there is a cinnabryl mine in Slagovich, which exports most of the material to the Savage Baronies in return for red steel. Except for the mine in Slagovich, Inheritors have taken controlling interests in each of these mines, and they prevent overmining and artificial inflation caused by nonexistent shortages. However, most people know only that Inheritors have cinnabryl, and they charge high prices for it. In some ways, this makes cinnabryl protection an elitist thing, available only to the wealthy. On the other hand, the fact that it serves to keep peasants from ever trying cinnabryl can be viewed as a good thing. After all, the evil effects of the Red Curse are much worse for someone who uses cinnabryl and then stops, and cinnabryl is simply too rare for everybody to use.

Though Inheritors try to educate others about cinnabryl and the Red Curse in general, it is difficult. Some Inheritors just do not care about what others know, while many other folk are not willing to listen to explanations. It is difficult for people to care about economic realities when someone they care for has been transformed by the Red Curse. Generally speaking, Afflicted individuals live in enclaves (that are sometimes whole villages), similar to leper colonies; see the subsequent section on the Afflicted for information. Many people blame the Inheritors when relatives or friends become Afflicted.

These problems lead to difficulty for Inheritors. They are certainly compensated with their ready access to cinnabryl, and with their extra Legacies, but it is important for the DM to know how people feel about Inheritors, so NPCs react appropriately. Note that the following overviews are general trends, and individuals can act quite differently.

In most of the Savage Baronies, which have suffered the Red Curse longer than any other area, Inheritors are met with acceptance. Inheritors have been around for many years, though they went unrecognized and have only recently begun organizing into Orders. Now they are almost always recognized, some regarded as heroes, others as villains. Villains are avoided, but everyone still enjoys the notoriety of having one in town; it is very much an "Old West" sort of attitude, as if Inheritors were notorious gunslingers. In the Savage Baronies, challenges between Inheritors are relatively common, and many Inheritors have flashy nicknames (the Red Avenger, The Crimson Kid, Lord Flame, and so forth).

Note that Inheritors are considered outlaws in Narvaez, the clergy of which seeks to buy cinnabryl for distribution to the people; Inheritors sometimes sneak in, while others engage in fair trade with the government and hope the material gets distributed fairly (and it usually does, or the Inheritors would cause trouble, like a boycott, which the government and clergy of Narvaez knows). Torreón is known for its poverty, so most people cannot afford cinnabryl. In Torreón, Inheritors are feared and hated by peasants, but warriors treat them like they are treated in most of the Savage Baronies.

Eusdria and especially Robrenn are places where nature is revered. Here, many people died during the wars, the plagues, and the increase of the Red Curse that followed. A few people use cinnabryl because these were the first areas to receive relief from the Inheritors. Many others became Afflicted and remain that way. Robrenn and Eusdria both have enough priests able to cast *maintain* that the majority of poor people live comfortably without cinnabryl, so these nations do not add to the drain on supplies of cinnabryl. Robrenn and Eusdria are tolerant of Inheritors, but do not really welcome them. Inheritors helped after the war, but do not help much now, and are uncommon. Most people of Robrenn and Eusdria do not like to see residents join the Inheritors' orders, believing they should stay and work on local problems, rather than becoming involved in international politics and commerce.

Renardy and Bellayne have several Inheritors of their own, plus a recently discovered cinnabryl mine in each country. Inheritors are becoming more common in both countries. In Renardy, Inheritors are respected: the nice ones liked, the bad ones feared. Becoming an Inheritor is like being knighted in Renardy, and an Inheritor is instantly accepted into the lower levels of noble society. This reflects the fascination of the upper classes with Inheritors. They are curious about them, and see them as a valuable contact for obtaining cinnabryl. In Renardy, an Inheritor must dress well, and is often invited to dinners and special events. Peasants of Renardy tend to fear and hate Inheritors, because they take most of the cinnabryl to the nobility, leaving the poor folk to become Afflicted in many areas. In Renardy, many villages do not have enough qualified priests to keep them in *maintain* spells.

In Bellayne, Inheritors are neither well liked nor despised; they are simply regarded as another part of society. It is the Honorbound who are the heroes of the nation, and no one else draws the same respect, not even a powerful Inheritor. Most people of Bellayne judge each Inheritor on an individual basis, and do not let an individual's actions reflect on other Inheritors, even those of the same order. In Bellayne, cinnabryl distribution is carefully managed, so even the peasants and the wanderers have little reason to hate Inheritors.

Not all of Herath is affected by the Red Curse, so the need for cinnabryl is not widespread. But the nation pays high prices to import most of Cay's cinnabryl (Cay being a close and discreet source), and it makes heavy use of its own mine, recently uncovered. As a result, any Herathian who does need the substance finds it readily available. The nation's Inheritors receive cinnabryl directly from their government, and then distribute it to the populace as needed.

The Red Curse affects only parts of the lands of the lizard kin. In most of the affected areas, the inhabitants never begin using cinnabryl, seeing it (not incorrectly) as an artificial means of preserving the life of the weak. The lizard kin tend to be very pragmatic about the effects of the Red Curse. Inheritors are rare in these lands, and are the subject of curiosity, but are not reviled or rejected (except perhaps as individuals). Most lizard kin respect Inheritors, because they are obviously powerful people.

The Red Curse affects very little of the lands of the phanatons or the wallaras, and none of the rest of the Orc's Head Peninsula. On the peninsula, Inheritors are very rare. Wallaras study them and phanatons accept them; both respect Inheritors. Among the winged folk, Inheritors are regarded as visiting heroes of other lands. The manscorpions and orcs usually seek to kill Inheritors, because they are powerful and therefore potentially dangerous.

The Afflicted

Following are some general guidelines about the Afflicted, such as how common they are, where they can be found, and how they are treated by their neighbors. Note that no specific information is given, to allow the DM freedom of placement. Since a PC's origin might be based on such information, the DM should create such details as needed to enhance play of the game.

There are relatively few Afflicted in the Savage Baronies, because of the ready availability of cinnabryl. The exception to this is Torreón, a poor nation that is home to a few villages of Afflicted. Most people in Torreón never use cinnabryl. The mercenaries of that state therefore tend to be rather distinctive. In the Baronies, the Afflicted are usually shunned by others, and they live in small, isolated enclaves. In Robrenn and Eusdria, Afflicted are rather rare, because of the availability of druids and clerics who can cast the *maintain* spell. Few people of these nations use cinnabryl. Afflicted individuals are cared for when possible, and are not shunned—though the clergy of the two states seldom aid those individuals who are deemed "lost causes." Afflicted refugees are not usually welcome in the two states.

There are some villages and enclaves of Afflicted in Renardy, where they are usually shunned. The poor people of Renardy are often Afflicted; most never used cinnabryl, though some have tried it and suffer complete Affliction.

In Bellayne, there are few Afflicted because of the good distribution network for cinnabryl. Afflicted almost always stay with their families, and are helped when possible. Even refugee Afflicted are well treated in Bellayne, though they are usually encouraged to leave eventually, unless they have family in Bellayne.

Herath has few Afflicted. Those few are shunned, and refugees are not welcome. Since few lizard kin use cinnabryl, there are several Afflicted in the areas of lizard kin countries affected by the Red Curse. The shazaks are very accepting of the Afflicted, including refugees, and welcome them. Caymas tend to be a little more shy about welcoming refugees, especially large ones. The gurrash seldom like the company of anybody else, and foreign Afflicted are usually killed on sight. Afflicted are rare sights in the lands of the phanatons and wallaras, but are accepted so long as they do not cause problems. Both the wallaras and the phanatons are somewhat awed by Afflicted, and afford them great respect.

Running Campaigns

Campaigns in the Savage Coast setting should be reasonably similar to those in other settings, enough so that players are comfortable, but there are important differences. The main difference is the Red Curse and all the associated substances.

Because of the Red Curse, magic is very common along the Savage Coast. Almost every person has a magical power of some kind, such as a Legacy. Magical items are very common. Because of this, people are rarely frightened by displays of magic; the wizard who expects a *pyrotechnics* spell to frighten away natives is in for an unpleasant surprise. Even the most primitive peoples know what magic looks like in this setting, and they expect it. It should be noted, however, that the more primitive peoples do show respect for those who can cast spells.

Despite the frequency of magic, warriors of various kinds are very common on the Savage Coast. They have a thriving business in war, and are much in demand. Swashbucklers, Honorbound, and Defenders are common sights. In fact, adventurers in general are more common in the lands of the Savage Coast than elsewhere; perhaps one of every four people has led at least a short adventuring career.

The swashbuckling style is important in the Savage Coast lands. Renardy and the Savage Baronies give rise to that type of person: hot-blooded and dashing, witty and skilled with the rapier or sabre. They add spice to the campaign. Swashbucklers are found everywhere, as wanderers, special army units, and pirates.

Druids are also much more common here than in other lands. The entire clergy of Robrenn consists of druids, and these folks try to spread the word. Thus, there are wandering druids throughout the region, and they are strong in Robrenn, Herath, and Jibarú. The Savage Coast region has its own Great Druid; the current one is the leader of the Robrenn clergy. The three current 13th-level archdruids for the region live in Jibarú, Bellayne, and Robrenn. There is one 12th-level druid in each nation or grouping of nations (that is, one in Herath, one in the lands of the lizard kin).

Firearms, the multitude of player character races, Beast-Riders, and flying characters also serve to add unusual challenges to the region. Still, most adventures are similar to adventures in other lands. There are ruins and wilderness areas to explore, and many people are motivated by gold and glory to seek an adventuring life. Chapter 8 provides sample adventure outlines to give the DM a headstart on beginning a RED STEEL campaign.

Dueling Rules

Because of the prevalence of Honorbound and Swashbucklers along the Savage Coast, as well as the presence of firearms and dueling swords, dueling is very popular in most nations and states of the coast. Therefore, special rules for dueling are presented here. Please note that these are suggested for duels only, not for normal combat.

Duels are the preferred method of dealing with disputes of honor, avenging insults, or proving weapons prowess. Each nation has its own dueling rules; some call for an area to be marked, and dueling to be confined to that area, while others call for seconds and witnesses to be named. In most cases, a duel continues only until the first wound. At this point, the wounded individual is given an opportunity to apologize or admit defeat. However, an individual may not always willing to surrender, or the duel may have been declared "to the death." If both have agreed to these terms before witnesses, the winner cannot be held legally accountable for killing the opponent.

Because a duel is so personal, individual initiative (as described in the *PHB*) should be used. Weapon speed modifiers are also strongly recommended. Note that officially, Dexterity has no effect on initiative, but the DM might decide to allow the reaction adjustment for Dexterity to affect initiative for dueling. Parrying should also be allowed, and the DM should use the optional rule allowing multiple attacks against opponents with less than one Hit Die (as detailed in the *DMG*). The many optional rules from the *Complete Fighter's Handbook*, such as disarming and called shots, can also add excitement to a duel.

A rule for injuries can also be used. With this rule, every wound penalizes a character's THAC0 by 1. Half of this penalty disappears when the character's wounds are bound (each wound reduces THAC0 by 1/2, rounding fractions in the character's favor). The remainder of the penalty disappears when the wounds are healed or after three days of rest, whichever comes first. Note that a wound is one successful strike, whether for 1 hit point or several.

See also Chapter 4 for a description of the quick draw and dueling proficiencies.

Dueling with Firearms

Dueling with pistols is popular in Renardy and the Savage Baronies, especially Cimarron. This style of duels is somewhat unusual. One character issues a challenge, which is usually accepted. The characters go to an outdoor location and stand facing one another, some distance apart (usually about 10 yards). The duelists stare at each other, trying to break their opponent's nerves. Both players roll initiative; the character who wins, including various modifiers, gets the drop on the other, and fires first.

In some places, duels are performed with hand crossbows, but people who use firearms consider such a thing degrading.

Dueling with Swords

Sword users believe that a blade is the proper way to settle a duel. This method is popular among Swashbucklers, as well as Honorbound of Bellayne. It is common in Renardy, Bellayne, and the Savage Baronies, and to a lesser extent in Eusdria and Herath.

In a sword duel, a specific dueling area is usually marked. The duelists stand within this area, state their grievances (briefly), salute each other, and begin dueling.

The use of a critical hit and fumble system (as detailed in the *DMG*) can add to the drama of a duel. It is recommended that on a critical fumble (a die roll of 1 for an attack roll), the person attacked be allowed an immediate riposte (counterattack). This attack does not count against the character's normal number of attacks per round; it happens even if the character has used all available attacks for that round. The riposte requires a standard attack roll, can be parried, and can lead to another riposte if its attack roll is a 1.

Rapiers are prone to breaking at inopportune times, such as when parried viciously or when stuck through a suddenly collapsing body. If an attack roll is a 1, the defender can choose to forego a riposte for a chance to break the attacker's rapier. The attacker must make a saving throw against crushing blow for the rapier. The saving throw is successful if the roll is 7 or better, and failure indicates that the attacker's rapier breaks. Also, if a rapier attack causes maximum damage, the attacker must make a saving throw against crushing blow with a +5 bonus. If it fails, the blade snaps with the blow. A broken rapier can still be used; it has all the characteristics of a dagger.

Wildlife

The climate of the Savage Coast is warm temperate, bordering on tropical. The plant life of the region runs the gamut from coniferous and deciduous forest and long grasses, to palm trees and rain forest plants. There are regions of hills, mountains, swamps, and deserts, each with appropriate plant life. The animal life of the regions is fairly typical for climate and terrain as well.

The types of plants and animals are similar to those found in the real-world Americas. Typical plants include such things as plains grasses, kudzu, potatoes, tomatoes, and palm trees, and on the Orc's Head Peninsula, bananas and other tropical fruits. Horses, cattle, hogs, and chickens are not native to the Savage Coast, but they have been imported; some other animals of the region include deer, alligators, armadillos, prairie dogs, turkeys, and eagles. Sea life is like that in the real-world Gulf of Mexico.

Monsters of the Savage Coast include whatever the DM chooses, but should fit with the rest of the ecology. For example, there should be no thri-kreen, because the grasslands and deserts are occupied by other creatures. There are few lycanthropes, and fewer werewolves, because lupins hate and hunt them. Civilizations should be limited to those intelligent races specifically mentioned in this set, plus whatever the DM might want to put in an underdark setting. There might be individuals or small families of other intelligent species, but they should be used sparingly. The forests of Robrenn have many sylvan and faerie creatures, while the forests of Herath hold insects and arachnids of all shapes and sizes.

Monsters and Legacies

Generally, in the cursed lands, members of intelligent animal races are susceptible to the effects of the curse. This includes members of all PC races, goblinoids, and intelligent monsters. The effects are as described in Chapter 3. Many other animal life forms have Legacies as well. Magical beings, most sylvan creatures, and monsters with spell-like powers do not gain Legacies. Thus, such beings as pixies, unicorns, and beholders do not acquire Legacies. Almost all other monsters are affected by at least the side effects of the Red Curse, and the majority of those gain Legacies as well.

Many monsters with Legacies are transformed by the detrimental effects of the Red Curse. When a monster gains a Legacy, roll a saving throw against spells. If the saving throw fails, the monster suffers the detrimental effects. Otherwise, the creature could appear perfectly normal (except for being red in color), but be imbued with one or more Legacies.

Undead are never affected by Legacies, except undead described especially for the RED STEEL setting. Plant and fungus life forms never acquire Legacies, but might suffer slightly by the side effects of the Red Curse, acquiring red striping or spotting on leaves, bark, or other places.

Sample Adventures

This section contains six sample adventure encounters specific to the Savage Coast campaign setting. Immediately after each adventure title, headings identify the terrain the adventure should be set in, total party levels recommended, total gp to be gained, and experience to be gained from defeating the central creature. Next comes a "Setup" section, listing ideas for involving the PCs in the story. The body of the adventure follows, often with subheadings for particular creatures or events.

Lord Flame

Terrain: Any
Total Party Levels: 18
Total gp: 34
Monster X.P.: 6,000

Setup

- The PCs hear about an Inheritor named Lord Flame, who has been attacking people and taking their cinnabryl and red steel.
- Lord Flame ambushes the PCs.
- Another Inheritor (who would have to be created by the DM and introduced separately) has declared a permanent challenge against Lord Flame. The other Inheritor hires the PCs to kill Lord Flame.
- If one of the PCs is an Inheritor, Lord Flame challenges that character to a battle for any red steel possessed by the PC.

The Story

For the past several weeks, Carlos de Las Navas, better known as Lord Flame, has been building a hoard of cinnabryl and red steel. His primary method of acquiring the materials has been to steal them, in the manner of a bandit. The villain intends to make himself a suit of red steel plate mail, so is most interested in that metal. But he has collected cinnabryl as well—to avoid letting it go to waste—so he has a long-lasting supply. Lord Flame seldom steals anything else from his victims, unless something unusual catches his eye.

Lord Flame belongs—unsurprisingly—to the Order of the Flame, the chaotic Inheritors. He is a selfish individual, concerned mostly with protecting and enriching himself. But so far he has respected the Code of the Orders, adhering to both its letter and its spirit, so as to avoid being declared a renegade. He has never robbed anyone on land protected by an Inheritor, and even avoids attacking associate members of the Orders. If Lord Flame encounters another Inheritor, he issues a challenge. But he never makes permanent challenges, wishing to avoid the possibility of ambush.

De Las Navas stands 5'6" tall, and is well muscled. He has dark, curly hair, a mustache, and a malicious grin. His skin is deep red, and his hair is red-tinted black. The irises of his eyes are red as well. He has rough features and is not a handsome man. As Lord Flame, he dresses in chain mail with a red tabard, and wears a red cape. Both cape and tabard are decorated with his sigil, a flame with eyes.

In person, Lord Flame is somewhat charismatic, and is a skilled actor. He might approach the PCs (or other potential victims) in a friendly manner, using a false name, and offering to help them with whatever they are doing. If they reveal that they are looking for "Lord Flame," de Las Navas happily offers to join them, then waits for an opportunity for a surprise attack. A smooth talker, he is genuinely helpful until he turns against his prey, at which point he proudly declares "I am Lord Flame!" and attacks.

The villain prefers to start a battle with a flying attack with the sun at his back, often using *Missile* or *Ball of Fire* from the sky. His first melee attack is usually a charge with his flight lance. He then attacks with a red steel long sword. Lord Flame uses his Legacies as needed, but always saves one activation of the *Fly* Legacy, in case the battle goes against him and he needs to escape. While he does not go out of his way to kill opponents, neither is he squeamish about doing so if it seems necessary. He avoids smokepowder weapons, and the threat of an explosion of smokepowder can cause him to break off combat, even though he is currently carrying enough cinnabryl to safely weather several explosions without suffering the Time of Loss and Change.

If Lord Flame encounters the PCs and survives, he could become a good recurring villain. If the PCs kill him, and make their deed known, they will be reviled in the town of Las Navas (in Gargoña), where Lord Flame is regarded as something of a hero.

Carlos de Las Navas, Lord Flame: AC 5; MV 12; 9th-level Inheritor fighter; hp 44; THAC0 12; #AT 3/2; *Dmg* by weapon; AL CN; ST 14, DX 14, CN 13, IN 11, WI 9, CH 11.

Legacies: *Ball of Fire, Burn, Crimson Fire, Fly, Missile, Red Shield.* The flame for *Burn* issues from Lord Flame's right hand. His *Fly* Legacy causes no transformation.

Weapon Proficiencies: Long sword, bolas, flight lance, javelin, horseman's mace.

Nonweapon Proficiencies: Redsmithing (11), weaponsmithing (8), gaming (11), acting (10), intimidation (14 or 11).

Equipment: Red steel long sword, red steel horseman's mace, cinnabryl (enough for eight weeks and three days), chain mail, purse with 34 gp. Lord Flame also has a small, hidden treasure trove of cinnabryl and red steel. The exact location of this cache is left to the DM, as is the exact content.

War Party

Terrain: Plains
Total Party Levels: 18
Total gp: 0
Monster X.P.: 2,100

Setup

- Mysterious raiders have waylaid caravans recently, and an attack was made on a small town within the last week. The PCs are asked by local leaders to find the perpetrators and put a stop to the raids.
- While the PCs are relaxing in a small town, mounted raiders approach and demand booty from the villagers.
- As the adventurers travel, they see someone approaching from a distance. Eventually, the war party catches up with them to negotiate or attack.

The Story

Because of recent goblinoid activities in the Yazak Steppe region, hunting has been poor there. As a result, a small group of rakasta Beast Riders (with feliquine mounts) has moved south in search of prey. Upon reaching more civilized regions, the Beast Riders recently raided a herd of cattle owned by a local merchant. The merchant hired guards to drive them out of the area, and now the Beast Riders have more-or-less declared war on the local populace, conducting retributive raids. Their first raid resulted in the merchant's death and the burning of his farm. Now the other locals are up in arms from rage and fear.

As roving warriors, the rakasta Beast Riders did not understand at first that the free-ranging cattle they encountered were owned by anyone. Consequently, they felt wronged when they were attacked, and they began striking back from a sense of vengeance and, to some extent, self-defense. Since the initial brouhaha, however, they have come to realize that brands on cattle are signs of ownership. But now they consider themselves at war, so they ignore all such symbols.

The Beast Riders are in an environment alien to them, and their numbers have been reduced dramatically by the conflict. In addition, they have now spent enough time in the cursed regions that that Red Curse is beginning to affect them. (At the DM's option, the Beast Riders can be at the end of the Time of Grace, or can have entered the Time of Loss and have fully enabled Legacies.) Although they feel the tide has turned against them, their sense of honor demands they stay to seek revenge on their enemies. It may be possible for the player characters to negotiate with them and work things out (for which the PCs should be given the full experience point award listed), but there are several problems to be solved before that can happen.

First, the Beast Riders are inclined to attack anyone they see, especially armed parties (such as, presumably, the PCs). On the other hand, they prefer not to fight unarmed or helpless individuals. Consequently, the PCs might avoid a fight by meeting the Beast Riders in an open area, without weapons, though with armor and empty scabbards. The rakasta will recognize this as an attempt to parley, and are receptive. Rakasta PCs, or other characters from Bellayne, should be aware that this is a reasonable approach; if there are no appropriate PCs, an NPC can inform the adventurers of this tactic.

Another possible solution to this problem is to send a single character out to contact the Beast Riders. If the Beast Riders encounter a lone rakasta, they might try to seek information from that person, and a rakasta Beast Rider would certainly be met as a potential ally. (Other Beast Riders are considered enemies.) Any other type of lone warrior would be afforded grudging respect. If this lone encounter were to lead to a full meeting with the PC band and it contains any rakasta PCs, the raiders will ignore others to talk to them, unless those PCs are perceived as weak. In that case, the raiders ignore them and attempt to talk with whoever appears to be the most able warrior in the group.

A second problem to be solved is that the rakasta speak only Rakastayne, and none of them reads or writes. If none of the PCs speak Rakastayne, a translator will be needed. If necessary, the DM should make an NPC available, but keep in mind that the NPC would likely be frightened by the prospect of talking to the raiders. Given that, hiring a translator becomes an entertaining role-playing exercise.

Even after the barrier of language is surmounted, there are still problems to be solved. The Beast Riders are unwilling to leave unless their honor is satisfied. They want the locals to give them supplies and herd animals as an "apology." If this is done, the Beast Riders will move north again. Unfortunately, it will take some convincing to get the locals to agree to sacrifice any of their possessions. After the raids, most of them want revenge of their own, and they are unlikely to be satisfied with anything other than the deaths of the Beast Riders.

In terms of game mechanics, the rakasta raiders can be treated as monsters, or as NPC fighters with the Beast Rider kit. For the latter, the DM will need to come up with appropriate proficiencies, abilities, and personalities.

Rakasta Beast Rider (6): AC 8 (leather armor); MV 9; HD 2+1; hp 11 each; THAC0 19; #AT 3; *Dmg* 1d4/1d4/1d4 (war claws and bite); SA rear claws for 1d3/1d3; SD keen senses, blind-fighting; AL N; ML 12; X.P. 175.

Feliquine (6): AC 5; MV 18; HD 4+4; hp 22 each; THAC0 17; #AT 3; *Dmg* 1d6/1d6/1d10; SA kick for 2d6; AL N; ML 12; X.P. 175.

The Afflicted

Terrain: Forest
Total Party Levels: Any
Total gp: 0
Monster X.P.: 65 (or 50 per character for a nonviolent solution to the problem)

Setup

- After the PCs have set up camp for the night, they are approached by Geraud, the Afflicted character.
- The PCs hear tales of a hideous monster that has frightened travelers in the woods and poses a threat to commerce.
- The PCs are approached by a noble. Recently, her servants have found the remains of several dead animals, and apparently a predator or an unauthorized hunter has taken up residence on her property. The noble asks the PCs to capture or kill the predator.

The Story

A few months ago, Geraud—a lupin from a poor family—acquired a Legacy. The family could not afford *cinnabryl*, and Geraud had aspirations of becoming an adventurer, so the young lupin left to seek his fortune, optimistic that he could find *cinnabryl* before his Legacy affected him adversely. This was not the case.

Geraud's Legacy is *Animal Form*, and his form is that of a giant armadillo. As one of the Afflicted, Geraud is perpetually transformed partially into this shape. While remaining basically lupin, he has a banded shell along his back and tail. His face is still canine, but he has lost most of the hair on his ears and upper snout, and his ears have also grown somewhat larger. His hands and feet are claws with armor-like covering, but most of the rest of his body is covered with fur. For the most part, Geraud simply looks strange. The deformations grant him no special abilities, not even extra protection from the shell-like bands.

However, when Geraud activates his Legacy, he gains several abilities. For one thing, he can burrow at a movement rate of 1. Also he can curl into a ball, though because the shell is not hard, it does not protect him. Finally, he can walk across the bottoms of shallow creeks, being heavy enough to sink in water and able tohold his breath for twice as long as a normal character.

Geraud has wandered the countryside for several weeks, unwilling to enter a town or city, for fear of being ridiculed or reviled. A few days ago, he unknowingly entered the estate of a noble. He has been living on that estate, hunting and staying hidden. Using his Legacy, he has dug out a small, hidden burrow where he keeps what few personal effects he has.

The Afflicted lupin really poses no threat to anyone. He is a peaceful sort, whose dreams of fame and fortune have been crushed. Mostly he wants to be left alone. Though Geraud seeks to avoid contact with others, he has also grown very lonely. Because of his desire to become an adventurer, he may be willing to talk to the player characters. He believes that if he would fit in anywhere, it would be with adventurers.

Geraud does not want to fight. If attacked, he attempts to run away. If cornered, he tries to stall his opponents long enough to beg for mercy. But before these things can happen, the PCs first have to find him, and if they hunt him, he proves to be elusive, leading them on a merry chase through the forest. Unless the PCs have a superior tracker among them, Geraud should be able to avoid them successfully. If the PCs seem to be too much of a threat, Geraud moves on, and could become the source of rumors or problems in some other area. If the PCs manage to contact Geraud and talk rather than attack, he haltingly tells them his story.

The PCs have several choices for dealing with Geraud. If they somehow manage to capture him, the noble will be disgusted by his appearance and tell them to dump him somewhere far away from her lands. The PCs might instead try to help Geraud recover from the Affliction. As explained in Chapter 3, this takes quite some time, as well as more than a little cinnabryl. If the PCs attempt such help, Geraud is very grateful; if they manage to cure him, he will be their friend for the rest of their lives, and could become a recurring character or even a henchman, if the DM and players wish it.

The PCs might instead try to take Geraud to an enclave of Afflicted, who would accept Geraud as one of their own. The prospect of this is frightening to Geraud, who does not want to be a "freak" at all, let alone a "freak among other freaks." Geraud might be convinced to travel to such an enclave, but in the end could not abide staying there.

Another option is to take Geraud home. As with the enclave, this plan is abhorrent to the fellow. But if the PCs talk to him in the right manner, Geraud realizes he has a loving family who would still care for him. If the PCs help his family financially, they might even seek a cure for Geraud. In any case, they will be eternally grateful to the PCs.

Geraud: AC 10; MV 12; 1st-level Local Hero fighter; hp 8; THAC0 20; #AT 1; *Dmg* by bite or weapon; AL CG; Str 17, Dex 13, Con 10, Int 11, Wis 9, Cha 5.

Legacy: *Animal Form*. Geraud's *Animal Form* is that of a human-sized, somewhat humanoid armadillo.

Weapon Proficiencies: Long sword, dagger, short bow, bite.

Nonweapon Proficiencies: Blind-fighting, tracking (9), hunting (8).

Equipment: Long sword, short bow, 7 arrows, cloak.

The Flying Bulette

Terrain: Plains
Total Party Levels: 24
Total gp: 0
Monster X.P.: 5,000

Setup

- Local farmers have suffered devastating raids recently, with horses and other livestock being lost to a predator of great size and ferocity. The player characters are hired to hunt and destroy the creature.
- While the PCs are visiting a village, the flying bulette attacks an outlying farm, killing livestock and people.
- During their travels, the PCs hear a buzzing sound that rapidly gets louder. Suddenly, a winged bulette dives at them and attacks.

The Story

This is basically a straightforward monster encounter except that the monster in question has a Legacy. This encounter serves as a powerful example to the players, demonstrating that monsters can have Legacies too.

The bulette in this adventure is standard in every way, except that it has the *Fly* Legacy. The creature has wings like a beetle's. When not in use, they lie along the creature's sides. When the bulette flies, it makes an extremely loud buzzing sound, and the disturbance caused by the wings raises dust and causes other small objects to fly through the air.

Like any other bulette, this creature usually approaches a potential target by burrowing, then bursts from the ground to begin an attack. But once out of the earth, it activates its Legacy, flying just a few feet above the ground and attacking with its bite and all four claws. If the bulette flies in an area with dry earth, it raises a cloud of dust that causes difficulties for its victims. Such a cloud can reach a diameter of 30 feet, and everyone in the cloud suffers a –2 penalty to attack rolls (this applies to the bulette as well). Any characters within the cloud must also take precautions (such as wrapping a cloth about the mouth and nose) or roll a Constitution check to avoid being choked by the dust. A successful check indicates no harm, but a failure indicates the character spends 1d4 round coughing and unable to attack. Another Constitution check must be made for each round a character stays within the cloud.

The bulette attacks for food. Once it kills something, it usually consumes it on the spot. If struck while eating, the bulette might turn to fight its attackers, or it might simply pick up its prey and wander off, ignoring unsuccessful attacks. This could be a considerable blow to the PCs' pride, as the bulette simply waddles (or flies) away, perhaps with a horse in its mouth, while the PCs attempt to get a blow through its thick hide. Local farmers would certainly be likely to rethink their choice of champions.

The bulette continues to raid the farms in the region until killed or driven away. If the creature is just driven away (by annoying attacks while it is trying to eat), it moves on to raid in another region.

Bulette with *Fly* Legacy: AC –2/4/6; MV 14, Br 3, Fl 12 (C); HD 9; hp 54; THAC0 11; #AT 3 or 5; *Dmg* 4d12/3d6/3d6 or 4d12/3d6/3d6/3d6/3d6; SA jump, possible dust cloud; AL N; ML 11; X.P. 5,000.

The bulette can fly for up to 18 rounds with each activation of the Legacy.

Other Ideas

There are many other examples of monsters with Legacies. Some suggestions follow:.

- An aurumvorax with the *Ball of Fire* Legacy. The creature attacks trespassers by firing a *Ball of Fire* from its burrow.
- A giant alligator (use crocodile statistics) with the *Entangle* Legacy. The creature's tail grows into an entangling tentacle.
- A dog with the *Detonate* Legacy. The creature remains fairly inconspicuous as random items explode around it, begging for table scraps while the PCs desperately seek to identify who is using the Legacy.
- Gnoll warriors with a variety of Legacies, such as *Armor, Burn, Grow,* or *Projectile.* Given their primitive culture, most would be Afflicted as well.
- A griffon with the *Poison* Legacy. The poison could be injected by spikes that grow on the creature's beak, or by a stinging tail it has grown.
- A horse with the *Armor* Legacy. Such a creature would not present a direct danger, but would be a prize sought after by many. Its owner would certainly be the target of jealous attacks.
- A minotaur with the *Speed* Legacy. This monster would have two extra legs, and would resemble a strange sort of centaur. As an Afflicted, the minotaur would be even more surly than normal.
- A muckdweller with the *Gas Breath* Legacy. Locals could mistake this creature for a green dragon, causing the PCs some trepidation about hunting it out.
- An owlbear with the *Missile* Legacy. The monster could shoot missiles from its claws or even its beak.
- A pack of rats, all with the *Shape Stone* Legacy. These rats could infest a castle, using the Legacy to burrow within the walls.
- A giant spider with the *Regenerate* Legacy. This combination should certainly surprise a group of PCs.

Tower Ruins

Terrain: Hills
Total Party Levels: 12
Total gp: 600
Monster X.P.: 2,615

Setup

- While the PCs are searching for a place to make camp for the night, they come upon a ruined tower.
- A noble who lost possession of his tower during recent wars has decided to reclaim it. He asks the PCs to clean it out so he can rebuild and move back in.
- The PCs hear stories about a ruined tower with great treasures hidden within.

The Story

The tower in question stands 60 feet tall. It has four interior levels, each a circle 30 feet in diameter, with a ceiling 15 feet tall. A staircase goes around the inside of the tower, leading to each floor. This staircase is in good shape, but the interior of the tower is messy and dirty. There is a door at the tower's base, allowing entrance to the lowest level; each other floor has a window that can be reached by climbing. The top floor has a breach in one wall, and part of the roof has collapsed as well. But the basic structure of the tower is intact, and repairs would be simple if the current denizens of the tower were eliminated or driven out.

If the PCs try to claim the tower for themselves after cleaning it out, there may be questions of ownership, and they could come into conflict with the tower's previous owner. The owner might ask for payment, or might be grateful enough to extend some courtesy to the PCs, offering them a place to stay between adventures. The local government might also take possession of the tower, claiming it in the interest of national defense.

The DM can make a basic map of the tower if desired. Descriptions of each level, below, are left open enough to allow for changes. Whether or not the DM decides to flesh out the area, minor details, such as exact room contents, should be added.

Outside the Tower

The approach to the tower is an overgrown pathway. The door on the first level is partially hidden behind a growth of plants, including a snapper-saw that blocks the approach to the door. The snapper-saw has been feeding rather well on creatures that try to enter the tower, so it is a robust specimen. The door itself is relatively solid, made of hard, thick wood, and banded with iron. But its lower hinge is broken, and the upper hinge is bent, so they would have to be repaired to serve well. In its current condition, the door doesn't much impede entry to the tower, but opening it causes noise enough to alert the denizens of the lowest level.

Snapper-saw: AC 4/7/9; MV 0; HD 5; hp 31; THAC0 15; #AT 6; *Dmg* 1d4+1 each; SA trapping; AL N; ML 12; X.P. 975.

The snapper-saw has six saw-stalks, each with AC 4 and 22 hit points. It has eight grasping leaves, used to trap prey; each is AC 7 and has 12 hit points. Note that the hit points of the saw-stalks and leaves do not count toward the plant's total. Rather, they determine how much damage is required to sever the parts.

Level 1: Goblin Lair

This level, once a reception area and grand hall, has become the home of a small group of goblins, who enter the level by climbing through the window (located opposite the door). The goblins consider the tower theirs, though they have not explored any level other than this one and the second floor (which they occasionally raid in order to catch a fat rat for dinner). The DM should consider the goblins to be from one of the Yazi tribes of the Savage Baronies area, though they could be from the Yazak Steppes if the DM prefers. They use this level of the tower as a base from which to conduct raids into the surrounding countryside.

The goblins watch the window for attackers, relying on the snapper-saw and the noisy front door to alert them if anyone tries to enter from that direction. If the tower is invaded, they make use of what cover there is in the room (a couple of collapsed tables) and fire arrows at intruders. Though the goblins fight ferociously to defend their home, they will break and run if faced with a vastly superior foe. The goblins have a small hoard of treasure in a large chest in the room. This includes 47 gp, 54 sp, 23 cp, and jewelry (a ring, a necklace, and two bracelets) worth 230 gp total.

Goblins (6): AC 6; MV 6; HD 1–1; hp 5 each; THAC0 20; #AT 1; *Dmg* 1d6 (short sword); AL LE; ML 10; X.P. 35. At the DM's discretion, the goblins can have Legacies.

Level 2: Almost Empty

At one time, this level served as storage space and a kitchen. There is a large fireplace on one side, with a chimney that allows smoke to exit the tower through a large vent. Other than wrecked tables and chairs, old boxes and barrels, and spoiled food, this area holds little of interest. However, there are 17 copper pieces spread around in the refuse (household money, once used to reward servants). In addition, there are vermin inhabiting the room: Afflicted rats.

Each of the rats possesses some variety of the *Web-casting* Legacy. All have a somewhat spidery form, with an extra eye on each side of the head, and longer claws. By activating its Legacy, each rat can spin two strands of web, each 10 feet long. To produce the web, a rat rears up on its hind legs, and the webbing projects from the creature's front paws.

For the most part, the rats avoid conflict, and once the PCs see how odd they look, they will likely avoid the rats as well. However, if the PCs attack the rats, or otherwise agitate them, the rats attack, first by spinning webs to entangle the PCs, and then by biting. At the DM's discretion, a disturbance among the rats might attract some of the stirges from Level 4. Those creatures have learned that animals webbed by the rats are nearly helpless against their blood-draining attacks, and a few stirges might fly in through the vent to the fireplace.

If the PCs retreat, the rats do not follow them.

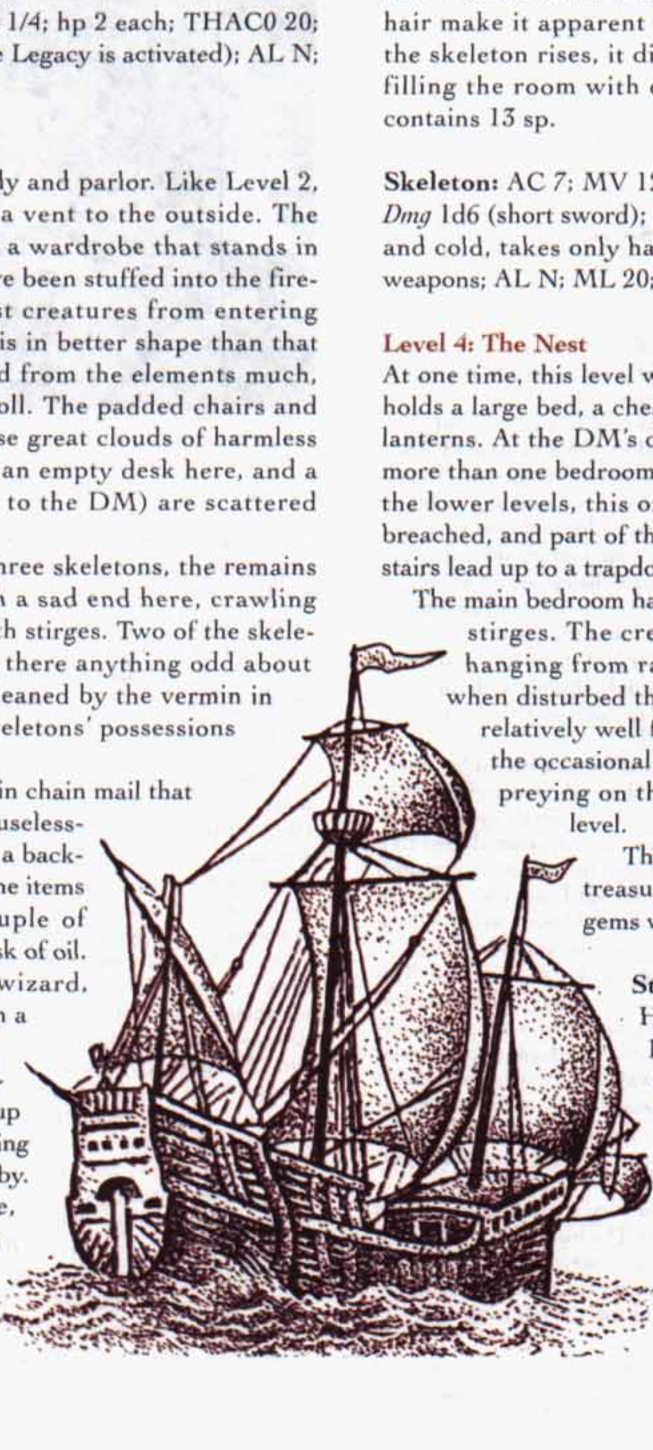
Rats (14): AC 7; MV 15; HD 1/4; hp 2 each; THAC0 20; #AT 1; *Dmg* 1 (or 1d2 when the Legacy is activated); AL N; ML 4; X.P. 35 each.

Level 3: Dead Things

Level 3 once held a large study and parlor. Like Level 2, it has a large fireplace with a vent to the outside. The level's window is blocked by a wardrobe that stands in front of it. Rags and trash have been stuffed into the fireplace vent, and prevent most creatures from entering that way. The furniture here is in better shape than that in Level 2. It has not suffered from the elements much, although time has taken its toll. The padded chairs and couch smell musty, and release great clouds of harmless dust when touched. There is an empty desk here, and a few old books (contents left to the DM) are scattered about.

This area is also home to three skeletons, the remains of adventurers who met with a sad end here, crawling into this area after a battle with stirges. Two of the skeletons are not animated, nor is there anything odd about them. The bones have been cleaned by the vermin in the tower, but many of the skeletons' possessions are intact.

The first skeleton is dressed in chain mail that has rusted nearly to the point uselessness. It lies on the floor next to a backpack that holds various mundane items of equipment, such as a couple of torches, a rotted rope, and a flask of oil. The second skeleton is of a wizard, dressed in a robe and sitting in a chair. It has a ring (worth 30 gp) on one finger, and a spellbook (containing several spells, up to 5th level in power, and including *animate dead*) lies on a table nearby. This wizard was the last to die, and he animated the remains of a fallen companion before he passed on, to provide protection, which came too late.



The DM should describe the wizard's skeleton in a way that makes the PCs suspicious, such as by mentioning that light (from the moon or the sun, depending on the time of day) from the window strikes its face, illuminating it in an eerie way. The vibrations caused by the PCs' passage might also cause the wizard's remains to shudder somewhat. If the PCs disturb the wizard's skeleton, it does nothing, but the third one in the room moves to attack them.

The third skeleton lies on the couch until the second skeleton is disturbed, at which time it animates to defend its long-dead vivifier. This skeleton wears leather armor and is armed with a short sword. Its clothing and long hair make it apparent that it was once a woman. When the skeleton rises, it disturbs the couch and raises dust, filling the room with eerie clouds. It has a pouch that contains 13 sp.

Skeleton: AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; *Dmg* 1d6 (short sword); SD immune to *sleep, charm, hold, fear,* and cold, takes only half damage from edged or piercing weapons; AL N; ML 20; X.P. 65.

Level 4: The Nest

At one time, this level was the tower's master bedroom. It holds a large bed, a chest, a pair of small tables, and a few lanterns. At the DM's discretion, it could be divided into more than one bedroom (it is a large room, after all). Like the lower levels, this one has a fireplace. Its wall is also breached, and part of the roof has collapsed. Note that the stairs lead up to a trapdoor in the roof.

The main bedroom has become home to a small family of stirges. The creatures might be found sleeping, hanging from rafters in the ceiling. In any case, when disturbed they attack the PCs. The stirges are relatively well fed. They live on local wildlife and the occasional goblin from downstairs, but avoid preying on the web-casting rats of the second level.

The chest here contains the following treasure: 130 cp, 156 sp, 114 gp, and six gems worth a total of 165 gp.

Stirges (5): AC 8; MV 3, Fl 18 (C); HD 1+1; hp 5 each; THAC0 17; #AT 1; *Dmg* 1d3; SA blood drain; AL N; ML 8; X.P. 175. The stirges do not have Legacies.

The Roof

The roof is basically featureless. But it provides an excellent view of the surrounding countryside, making the tower a perfect lookout point.

Aranea

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	U or M, O
ALIGNMENT:	Neutral
NO. APPEARING:	1–6
ARMOR CLASS:	7
MOVEMENT:	18, Wb 12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–6
SPECIAL ATTACKS:	Poison, spells
SPECIAL DEFENSES:	Spells
MAGIC RESISTANCE:	Nil
SIZE:	M (6′ diameter)
MORALE:	Steady (11–12)
XP VALUE:	650

Aranea are intelligent giant spiders skilled in magic. Few people believe that they still exist, because the creatures are careful to hide their nature, and they are difficult to expose.

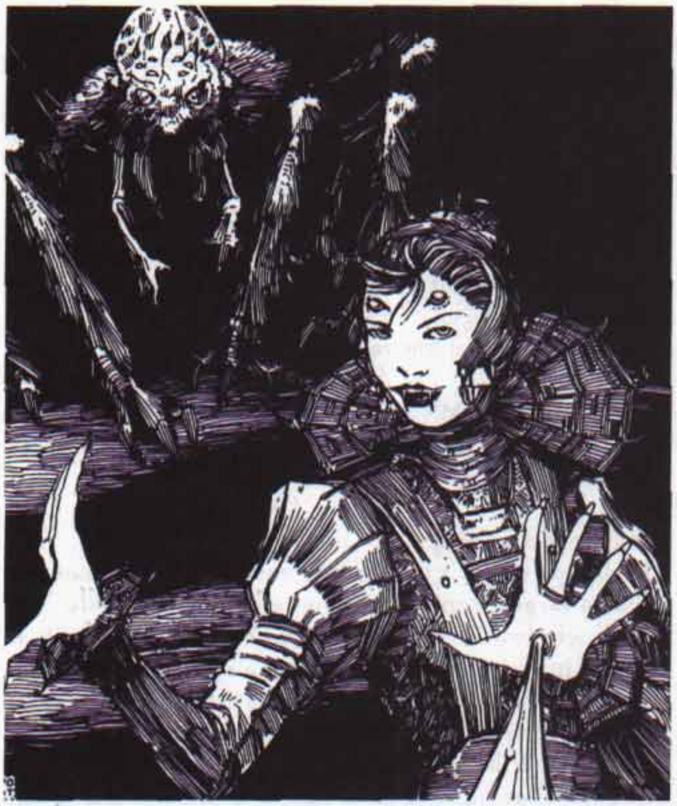
Aranea of the Savage Coast have two true forms—that of their ancestors (a large, intelligent spider) and that of a humanoid. They can also take on a shape that combines elements of the two. In spider form, an aranea has a body about four feet long and two feet wide. As with normal spiders, the body is divided into two segments, the abdomen and the thorax. Two spinnerets are located at the end of the aranea's abdomen, and eight hairy, segmented legs, each about four feet long, are attached to the thorax. Two more limbs, each about two feet long, sprout from the front of the thorax, beneath the mandibles and eyes. Each of these forward limbs has four many-jointed fingers, plus a single thumb with an extra joint. These digits can be used to manipulate simple tools, or to perform the motions needed to cast spells.

Aranea have a set of impressive mandibles, with large fangs. Adults can inject a damaging poison with them. Behind and above an aranea's mandibles are eight eyes. Four are small, simple eyes, used to detect motion. The other four are larger, and appear almost like humans', with a colored iris and black pupil, though set in a round, lidless socket. Two of the larger eyes face forward, and the others are positioned on either side of the creature's head. Above and behind the eyes is a large, oddly shaped lump that houses the aranea's brain.

Each aranea has one humanoid form that it can shift into. The humanoids that can be emulated are many, though some are too large or small to be imitated (see below), and others are not familiar enough to the aranea for them to be copied. Because of magical restrictions, one race in particular, the wallaras, cannot be imitated at all. Races chosen can range from as small as a goblin to as large as a gnoll, but those typically emulated are human, elf, half-elf, dwarf, lupin, rakasta, or shazak. Some few aranea choose a goblinoid form instead.

An aranea's humanoid form is chosen very soon after birth, and cannot be changed to another form later The humanoid form must be the same gender as the aranea. Height, weight, eye color, and hair color are all appropriate to the humanoid type imitated. For aranea PCs, the choice of exact race and form is left to the players (within the guidelines listed above).

In its third, demispider form, an aranea appears as a humanoid with arachnoid elements. These always include fangs, spinnerets in the palm of each hand, and four eyes. The demispider form typically has an extra joint in each finger and thumb as well, and the two extra eyes are generally located on the temples. But no two individuals ever have exactly the same demispider form. Since aranea gain no initial Legacy from the Red Curse, aranea characters usually claim that this form is part of their Legacy. The fiction works well, considering that aranea are relatively rare and very secretive, and some Legacies give a demispider form.



Aranea have their own language, known now as Herath. All aranea know this language and a native language of the race they emulate. Most aranea are neutral in alignment, though most other people consider them to be evil.

Combat: Aranea prefer to avoid physical combat. In humanoid form, they battle as the race emulated. In spider form, they wait in trees for prey to pass beneath, then lower themselves silently on web strands, and attack with spells. A victim attacked in this manner suffers a penalty of −1 to surprise rolls.

If forced into physical combat, an aranea can attempt to inject venom into an opponent. This requires a successful hit with fangs, so it can be performed only by aranea in arachnid or demispider form. A victim who fails a saving throw vs. poison after being bitten feels a faint stiffness in the limbs immediately, and takes 1d4 damage per round for the next 1d4 rounds. Damage for multiple bites is cumulative. Aranea venom becomes nonpoisonous upon contact with air, so it cannot be saved and used on weapons. The aranea can inject venom up to three times each day.

An aranea gains web-spinning ability at maturity (1st level for PCs). This allows the creature to descend on webs, climb them, and entangle opponents. Naturally, webs can be spun only by aranea in spider or demispider form. An aranea can produce 10 feet of webbing per level per day (half from each spinneret). It can be spun in pieces of any size, up to the maximum length. A web strand is about a quarter-inch in diameter and strong enough to suspend about 500 pounds. Aranea climb webs at a Movement Rate of 12, (again, only in spider or demispider form). They have no special abilities against a *web* spell, however. Using webbing to entangle a target requires a weapon attack (see Chapter 4). A strand can be severed easily (requiring only 2 hit points of cutting damage, inflicted in a single blow), and can be broken by a successful "open doors" roll.

Aranea place much value on magic, and nearly all of them are spellcasters, so magic is fairly common in their lands. DMs should treat aranea NPCs as 3rd-level mages. They can cast spells in any of their forms. Most aranea are mages or specialist wizards. They prefer illusions and charms, and avoid fire-based spells. Some dwelling among humanoids keep their spellcasting abilities secret, to avoid arousing suspicion. Many are multi-class mages or single-class thieves. Single-class clerics or fighters are very rare. Though aranea might seem particularly well suited to be bards, that class is forbidden to them, for the idea of being an entertainer is foreign to their culture, and their histories are kept by "*real* wizards," rather than those who simply "dabble in magic." Because of their special natures, aranea who emulate humans, lupins, or rakasta can choose to become dual-class, and cannot be multi-class characters. Dual-class aranea usually take the nonmage class first, so they may advance to high levels as wizards.

Aranea choose kits appropriate to their humanoid forms, and can take any available to their character class and the race they emulate. The Noble kit is a favorite, but no aranea ever takes the Local Hero kit, because they consider it degrading.

Aranea wear armor if appropriate for their class. Most feel they will never need to change into their arachnid forms quickly enough to take damage from restrictive armor. If they do change into spider form while wearing armor, damage suffered equals 10 minus the AC of the armor, and the armor is ruined.

Special Abilities: In spider form, aranea have AC 7 and never wear armor. In humanoid or demispider form, they have the base AC of the emulated race (AC 10). Aranea have infravision with a range of 60 feet. They can take proficiency in animal handling and animal training for spiders, the ability being applied to spiders with an Intelligence of 1 or more. Because of their other abilities and their involvement with the creation of the Red Curse, aranea do not receive an initial Legacy. However, when they reach maturity, they must wear cinnabryl or suffer the detrimental effects of a randomly chosen power. An aranea *can* gain Legacies by becoming an Inheritor.

Aranea change shapes with ease. The ability is automatic, learned within a few weeks after birth, and is not limited in duration or number of uses per day. However, an aranea trying to maintain secrecy will assume demispider form no more than three times per day, as per the Legacies, and the creatures never assumes spider form among nonaranea. It takes one round to change from humanoid to demispider, demispider to spider, or vice versa. Thus, changing from spider to humanoid or the reverse takes a minimum of two rounds.

An aranea in humanoid form is effectively a member of the race emulated, and has any special abilities of that race. For instance, an aranea in lupin form has excellent senses of smell and hearing. In all cases, though, the aranea follows the character class and level restrictions for aranea.

In essence, an aranea has two real identities. The creature's true race cannot be determined unless someone actually watches the change into spider form or has some way to read the character's mind (or possesses some other extraordinary means). Even a *true seeing* spell is generally useless, because it allows the recipient "to see all things as they actually are," and aranea of the Savage Coast actually have dual "true" forms. If a *true seeing* spell is used on an aranea in demispider form, it reveals either the arachnid form or the humanoid form (equal chances). Note that the *identify species* spell described in Chapter 6 was invented by aranea, so it is useless against them. (The aranea use the spell to ferret out spies and insure the security of special meetings.)

Though the areneas' shapechanging ability was originally gained through arcane means, neither real form is magical, so a *dispel magic* spell cast on an aranea in humanoid form does not cause it to revert to spider form. If cast on an aranea in demispider form, *dispel magic* can (if a successful roll is made, using the aranea's level or Hit Dice as the value for the opposing caster) cause the aranea to change into humanoid or spider form (again, equal chances).

The shapechanging ability gives aranea partial immunity to *polymorph* spells, as with lycanthropes and dopplegangers. (They can resume their normal form after being affected by the spell for one round.) Aranea are easier to hit and takes extra damage from weapons enchanted with bonuses against shapechangers (such as a *sword +1, +3 vs. lycanthropes and shapechangers*). Shapechanging does not heal wounds an aranea has taken. When killed, an arenea stays in the form held just before death.

Habitat/Society: Aranea prefer to live in forests, the natural homes of their ancestors, where they can hunt and hide. The aranea are the secret rulers of the Magiocracy of Herath, where they live in cities and villages that resemble those of neighboring lands, but with an apparent mixture of several different races. Otherwise, an aranea village seems very much like any other typical of the region, with stone and wood buildings built more for practicality than artistic value.

Aranea follow the mating customs of the race they emulate, and their love can be quite deep. Aranea young are born live, and parents take good care of their children, to make sure they are given a proper background. Each aranea is taught to emulate its humanoid form from infancy. They believe the form is chosen by fate, and aranea of the same family usually have similar forms (if not, an infant might be sent away to be raised by relatives).

Aranea take great pains to conceal their dual natures, partly because many other races feel animosity toward them, due to their secretive nature and their history. Aranea are taught from birth that they have two, discrete identities, one the spider form, shown only to other aranea, and the other a humanoid form, which law demands must be used to deal with outsiders. Individuals are compelled by aranea culture to keep the two identities separate, and never to reveal the aranea's existence to other races. Those who do are considered traitors, and are dealt with harshly and quickly by other aranea.

Because of old stories and legends of their purported evil, aranea are almost universally despised as a sort of "bogeyman." Aranea who reveal what they really are suffer from a +10 penalty to reaction rolls for anyone who has heard of them. A revealed aranea will often be hunted by almost everyone in the region (especially by other aranea). However, it may be possible for the character to assume the pose of a "tame" aranea, one who has "converted to the cause of good." But even these characters would suffer from prejudice and hunts by other aranea.

Most aranea feel they are superior to other races, due to their long history and special abilities. Often, they are cold, calculating, and secretive. But few are truly evil; they simply have a different outlook on things. They also tend to be suspicious of others, expecting them to have secrets as well.

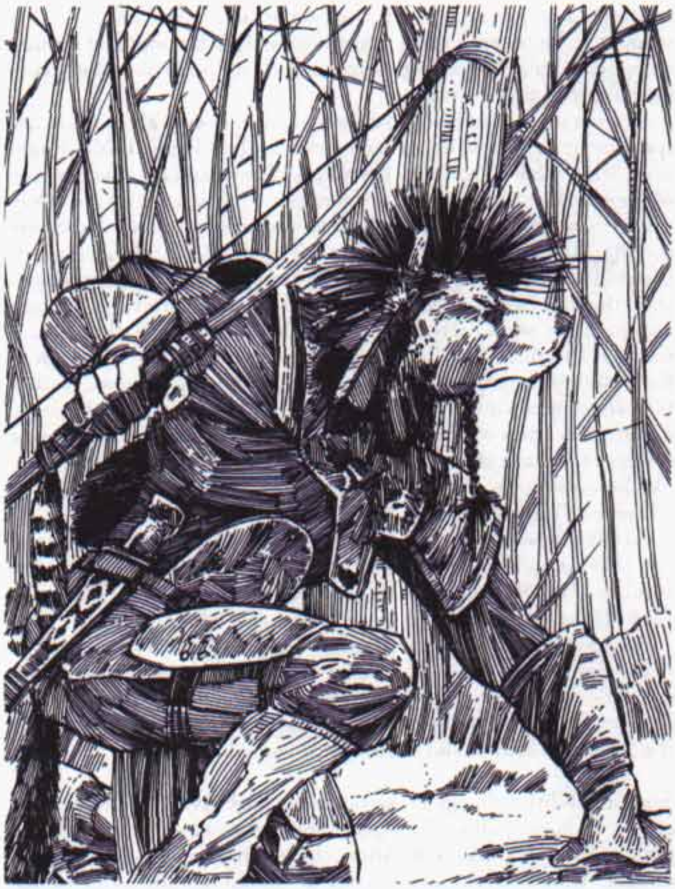
Aranea usually take the acting proficiency (detailed in Chapter 5). This allows them to blend in perfectly in another society, appearing open and honest, if they so choose. This is not to say that aranea without the acting proficiency will automatically be discovered, but they are less able to blend, in terms of personality. An aranea without the acting proficiency will often be considered strange, but since the creature looks like a member of another race, others usually simply assume the character is an odd member of the other race.

Ecology: Aranea use magic to subdue their environment, shaping it to fit their desires. They are predators, and many enjoy the taste of the flesh of sentient beings, though these are the exception rather than the rule. Their culture produces art that most other sentients find disturbing. Aranea are generally good with cloth, and naturally dominate the silk market with the silk they produce. Aranean technological development is typical for the Savage Coast. They use tools and weapons common to the races they emulate, and they covet magical items.

Currently, the creatures get along reasonably well with other races.

Lupin

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	K
ALIGNMENT:	Any (usually good)
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'–7' tall)
MORALE:	Average (8–10)
XP VALUE:	



Lupins are canine humanoids. While a few sages believe the creatures descended from a cross between gnolls and humans, many others argue that they are an offshoot of true werewolves. Once nomads in the Yazak Steppes, lupins have established a fairly advanced civilization in the kingdom of Renardy in the central Savage Coast.

Lupins look like furred humans with canine heads. Their short fur ranges from tan to black, with rare instances of white. An individual's fur is usually one color, perhaps with some small touches of another, typically lighter color around the muzzle, hands, and feet. A few individuals have spots. Like humans, lupins have comparatively long hair on their heads. This is often a shade darker than the lupin's body fur, though it turns gray or white with age. Lupins usually wear their hair long and straight, though braids are not unusual.

Build for lupins is similar to humans', and the height range is about the same. Lupins have humanlike eyes with irises of blue, brown, or green. They have short tails, about two feet long. A lupin's limbs, hands, and feet are human in appearance, though the hands are furred on the back and have dark, leathery palms, and the feet are furred on top and have leathery soles.

Lupins have as wide a range of personalities and emotions as humans. But most tend to be loyal to friends and somewhat rude to strangers, to test their tolerance. They are usually of good alignments, though some are neutral and a few are evil. Lupins also tend toward law, and very few are chaotic.

The creatures speak their own language, a derivative of that spoken by humans of the Savage Baronies. Some also know the basics of their ancestral tongue, which conststs of barks and howls, and they use it to talk with their wolf brothers, and to holler short, simple messages over long distances.

Combat: Like humans, lupins usually attack with weapons, and they use the same range of arms as humans. They often carry weapons made with silver or red steel, in case they should run into a lycanthrope. Wheellock pistols are common among lupin warriors.

Warriors and priests are common in lupin society, but wizards and rogues are not unusual. Lupin rangers almost always choose werewolves or some other kind of lycanthrope as their hated enemies. Most of Renardy's nobles and knights are Beast Riders; all Beast Riders are considered knights of the kingdom. Lupin Beast Riders have dire wolf companions. Beast Riders almost never use wheellocks, because the noise from those weapons startles their mounts, and because most consider such weapons dishonorable.

Lupins with pure white coats are often gifted with one or more special powers, such as a psionic wild talent. (In campaigns that allow them, a lupin who gains a wild talent when created should have white fur.) Those not gifted in this way are nearly always adopted by wizards or psionicists and taught the appropriate craft.

Special Abilities: Lupins have infravision with a range of 60 feet. They also have excellent senses of smell and hearing, as well as special instincts, giving them six special abilities: detecting lycanthropes, detecting invisible or ethereal beings, blind-fighting, tracking, odor recognition, and noise detection.

A lupin has a 99% chance to recognize a werewolf in any of its forms., and a 15% chance to recognize other lupins in unusual forms.

When confronted with invisible creatures, a lupin receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the *DMG*). A lupin automatically gets a saving throw, with the bonus, when an invisible creature approaches within 10 feet, and for every round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby. Locating it requires other clues. A lupin can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate male of etherealness*. The lupin recognizes the difference between ethereal things and simply invisible ones, but gains no special attack or defense capabilities against ethereal beings.

Lupin characters automatically gain the blind-fighting proficiency, without spending nonweapon proficiency slots. They also have the tracking ability, but with a score equal to half their Wisdom (rounded up). A lupin character who spends slots to take the tracking proficiency gains the ability at full Wisdom rating, like rangers of other races. Lupin rangers have the ability at a rating equal to their Wisdom score +6.

Lupins can recognize the smell of a person or creature they have encountered before. Recognition of a particular race is automatic, but the lupin must make an Intelligence check to recognize a particular individual by smell. Perfumes or strong odors in the area can give the lupin a –1 to –4 penalty to this ability, depending on the strength of the odors.

A normal lupin has a 35% chance to detect noise as thieves do. This chance increases by 2% per level after the first. Lupin thieves begin at 35% as well (which is the normal 15% of thieves, plus a 20% racial bonus), and gain their races' bonus of 2% per level, but can also improve upon this ability by adding percentage points from the 30 points per level that thieves receive.

Because of their acute senses, lupins receive a –2 penalty on their saving throws against attacks based on odor (such as those made by ghasts or *stinking cloud* spells) or sound (such as a banshee's wail or a harpy's song).

Lupins are repelled by wolfsbane. The substance is poisonous to them (even more so than it is to humans). Wolfsbane ingested by a lupin acts as Type J poison. (A failed saving throw indicates death, while success indicates a loss of 20 hit points.) Fortunately, the keen senses of a lupin nearly always alert it in time to avoid ingesting the substance. If wolfsbane is somehow injected into a lupin's bloodstream, it acts as Type P poison. (A failed saving throw causes a 50% drop in all ability scores for 1d3 days.)

Habitat/Society: The lupins of Renardy have long imitated the humans of the Savage Baronies, mimicking their arts, nobility, hereditary laws, and philosophies. Like the humans of the Savage Coast, the lupins have a fair level of civilization and technology. The kingdom of Renardy is a merchant power with a large middle class, and much diversity among its people. Most commoners are farmers and herders.

Though lupins once roamed the steppes and plains in nomadic bands, they are now a settled people, except for wandering adventurers. There are still some holdovers from nomadic days, however, such as Beast Riders, who are now considered part of the upper classes, if not actual nobility; Renardois Beast Riders are the knights of Renardy. The country has a strong feudal government, and it can raise an army for national defense within a matter of days. Renardy is careful to patrol its northern borders and send out scouts to watch for goblinoid incursions.

Towns in Renardy are typically wooden and stone houses surrounding a central keep or castle. At one time, all were small enough that the people could flee to the castle in times of trouble, but this is no longer the case. Refugees from recent wars have clustered around the remaining keeps, which would have a hard time defending all who now live nearby.

Lupin family life is similar to humans': Adults usually marry before having children, who are cared for by both parents until they reach adulthood. Young lupins usually have some freedom in choosing their mates and professions, but the family can influence both choices. Nobles occasionally marry outside their class, but the middle class tends to reject marriages of nobles to peasants.

Ecology: Lupins are great producers of wine, grain, dairy products, cloth, wool, and works of art, and they also extract amber and sapphires from their mines. A great deal of their exports channel through the Free City of Dunwick, a city of merchants located at the heart of the tortles' sacred lands.

Lupins are on friendly terms with humans, elves, and dwarves. They have occasional territorial disputes with rakasta, but otherwise bear them no animosity. They dislike phanatons, whose screeching hurts their ears, and they view caymas, shazaks, gurrash, and tortles as savages of varying degree. They know little of the wallaras, except that they are a spiritual, if primitive, race.

Lupins dislike all goblinoids and hate all evil canines, especially werewolves.

Rakasta

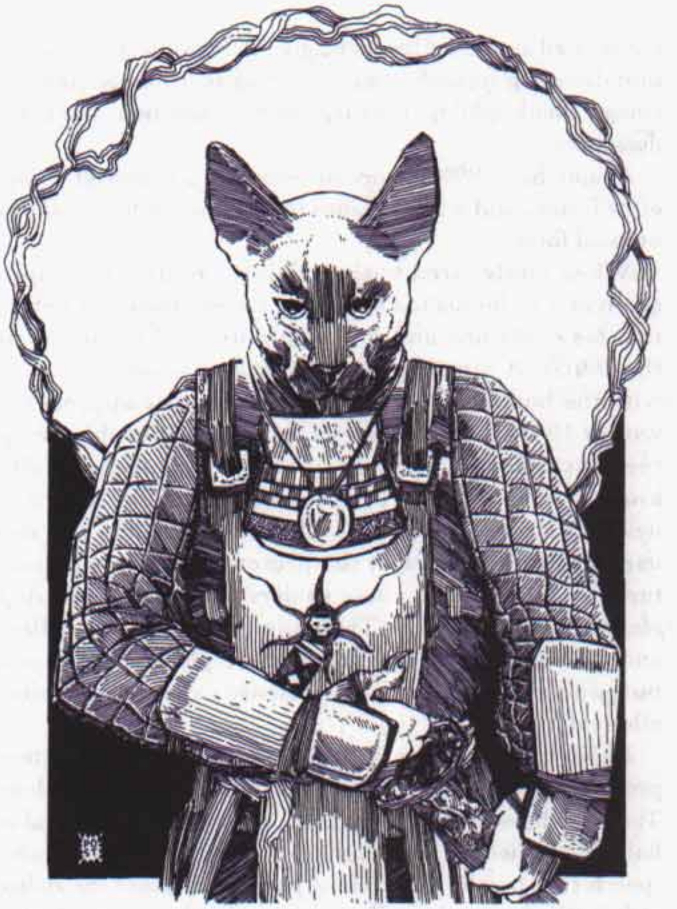
CLIMATE/TERRAIN:	Any nonarctic
FREQUENCY:	Common
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any (prefer night)
DIET:	Carnivore
INTELLIGENCE:	Average (8–10)
TREASURE:	K
ALIGNMENT:	Any (usually neutral)
NO. APPEARING:	2d6
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1 or 3
DAMAGE/ATTACK:	By weapon or 1–2/1–2/1d4
SPECIAL ATTACKS:	Rear claws 1–3/1–3
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5′–7′ tall)
MORALE:	Steady (11–12)
XP VALUE:	175

Rakasta are feline humanoids. They seem to have originated in the Yazak Steppes. While they are found in steppes, savannahs, and plains throughout the world, they are most common on the Savage Coast, where they have adopted a feudal style of government mixed with their ancient nomadic ways, warrior traditions, and mystical predilection. They are the dominant race of the nation of Bellayne.

The creatures look like furry humans with the head of a cat. Their fur is usually soft and always short, and ranges in color from light tan to dark brown. Most have fur of a single color over the body, with a darker hue at the ears and muzzle. Some specimens have white highlights at the ears and muzzle instead, and a few have white or dark patches at their extremities (feet, hands, and tail). Older rakasta show a whitening around the face and ears.

Rakasta have a build similar to that of humans; nomad rakasta tend to be slender, while those who live more sedentary lives tend toward more weight, ranging from slightly chubby to downright obese. The creatures have eyes like those of cats, with vertical pupils. The irises are usually green, but some are yellow or even blue or hazel, and rare individuals have two colors, most commonly one blue eye and one green.

A rakasta's limbs, hands, and feet are like humans'—except for the fur and the fact that the fingers and toes are tipped with retractable claws. A rakasta's tail is not prehensile. Nomads usually have tails between two and four feet long, though a very few have none at all. The tails of town dwellers range from four to six feet in length; most are covered with short fur, though the hair on some very rare ones is long and silky.



Rakasta tend to be proud and emotional, and the nomads, in particular, are quick to anger. All are convinced of rakasta superiority over most other races. Most are interested in the world at large; in nomads this translates into a wanderlust that demands they explore and experience all things for themselves, while in town dwellers it becomes an intense curiosity about visitors and a penchant for puzzles of all types. Most rakasta are neutral with respect to law and chaos, as well as in regard to good and evil. But good and evil individuals are more common than the rare lawful or chaotic rakasta, evil specimens being fully as common as good ones.

The modern rakasta language is Rakastayne, which has both ancient rakasta and Traladaran roots. In some ways, it sounds like Common tongue, but it is different enough that the similarities are more confusing than helpful, and it is incomprehensible to speakers of Common. Common is the language of the town-dwelling nobility.

Combat: Most rakasta carry weapons. Favorites for town dwellers include swords (especially matara and mishiya), maces, nonaka, and sa. Nomads also use these weapons, but prefer to use war claws, a weapon developed by the rakasta. An unarmed rakasta instinctively attacks with claws and bite when cornered; some nomads bite as a matter of course. Any rakasta who hits with both claws in the same round of combat can hang on and bring rear claws to bear; rakasta nomads make special sandals to leave their rear claws exposed for this type of attack. Though rakasta are very dexterous, they seldom use missile weapons, especially against intelligent opponents, because of the Warrior's Honor, a code of behavior followed by most. Firearms are considered dishonorable, and are used by only a very few rakasta. Beast Riders, Honorbound, and Defenders from Bellayne never use firearms.

Warriors are very common in rakasta society, but bards, thieves, and priests are also relatively common. Wizards are rare. Almost all rakasta have some type of warrior inclination, and many follow all or part of the Warrior's Honor, which nomadic rakasta call the Sri'raka.

The primary warrior kits among rakasta are Honorbound, found everywhere, and Beast Riders, found among the nomads. Rakasta Beast Riders use feliquine mounts.

Special Abilities: Rakasta have excellent balance and reflexes, and take only half damage from any fall. They have infravision with a range of 60 feet. Also, they have excellent hearing, plus special instincts. Together, these senses and instincts give rakasta three special abilities: detecting invisible or ethereal beings, blind-fighting, and the ability to detect noise like a thief.

When confronted with invisible creatures, a rakasta receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the *DMG*). A rakasta automatically gets a saving throw, with the bonus, when an invisible creature approaches within 10 feet, and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakasta can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate male of etherealness*. They recognize the difference between things ethereal and those simply invisible, but gain no special attack or defense capabilities against ethereal beings.

Rakasta characters automatically gain the blind-fighting proficiency, without spending nonweapon proficiency slots. A normal rakasta has a 20% chance to hear noise like a thief. Rakasta thieves can further improve upon this ability (just as thieves of other races can improve on their base scores). Note that the rakasta racial bonus is already added into this base; rakasta thieves do not receive an additional 5% bonus. See "Listening" in Chapter 15 of the *DMG* for more information.

Because of their keen senses, rakasta receive a –1 penalty on their saving throws against attacks based on sound (such as a banshee's wail or a harpy's song).

Habitat/Society: Rakasta have a medieval level of technology, similar to that of nearby human cultures. However, they tend to view most technology as a needless complexity. While their smiths are famous throughout the Savage Coast, and are able to make intricate and detailed tools, weapons, and armor, most people of Bellayne stick with a few basic types of items. Thus, while plate armor is known, very few use it because they prefer less ostentatious types like leather, chain, or banded armor. Similarly, most types of swords are disdained, but those that are used, such as the matara and mishiya, are of excellent quality. Though smiths might make special weapons on request, the ones local customers will buy are the national basics (mentioned in the combat section). The rakasta still see little need for specialization, so, for example, a rakasta smith usually becomes skilled in all facets of the profession (armorer, weaponsmith, blacksmith, redsmith, and metalworker).

Among the nomadic rakasta, divisions are even simpler, with everyone classified as a warrior or in training to become one. Many warriors have other skills: One in a tribe might be a skilled builder, another might be a weapon maker, and yet another might be a cleric. But all are warriors foremost.

In many ways, rakasta nomads are similar to their settled compatriots, aside from their wanderlust and hunter-gatherer sort of mentality. All rakasta highly value their young, who are usually born as twins. Children are raised to take over family professions, whether crafts, farming, or whatever;. It is difficult for children to enter a profession different from their parents', unless they choose a purely military career.

Most permanent buildings in Bellayne are wooden with stone foundations. Nomads travel with tents, usually a simple framework over which a large piece of leather is draped. When in places where there are ruins, rakasta nomads seldom use the buildings, preferring to pitch their round tents instead.

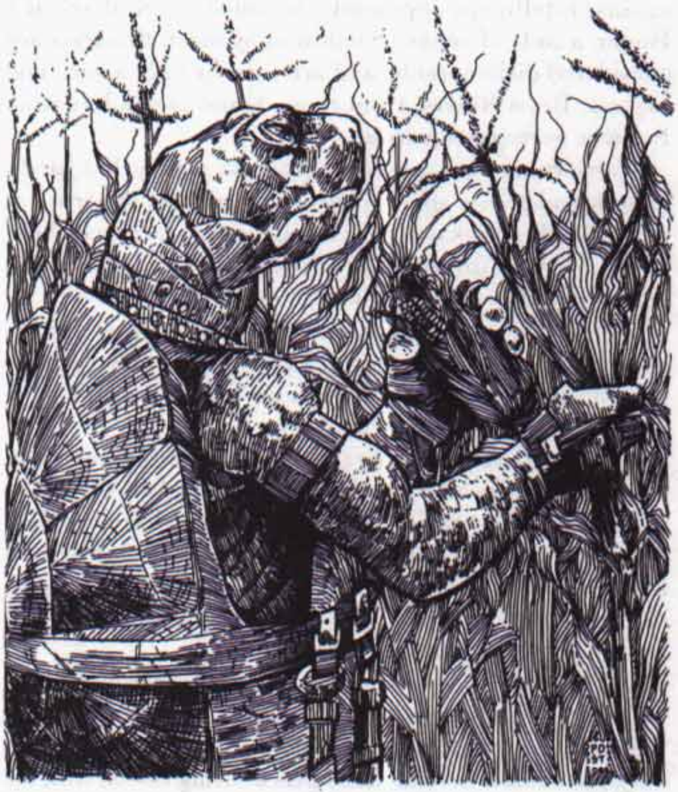
Rakasta enjoy sports and games, especially battle-oriented contests, such as unarmed combat, running, and riding.

Ecology: The rakasta of Bellayne produce and export excellent wools, tea, finished metal tools and weapons, liquors, and coal. The latter is used throughout the Savage Coast by smiths of all sorts, but most of the country's goods are traded to Renardy, Eusdria, and Herath.

Though rakasta usually consider themselves superior to members of most other races, elves are considered almost equal, and humans, dwarves, and lupins receive a grudging respect. Rakasta have occasional territorial disputes with lupins. Settled rakasta view shazaks as dangerous savages, and believe other lizard kin to be even worse. Nomadic rakasta respect the warrior ways of the shazaks, many of whom also adhere to the Warrior's Honor, but caymas are considered irritating, and gurrash are viewed as nothing but dangerous opponents in battle. Rakasta are very accepting of the peaceful tortles, who are well regarded warriors, priests, or hard-working peasants in Bellayne. The rakasta hate goblinoids passionately. Most other races are relatively unknown to rakasta, so opinions are formed on an individual basis.

Tortle

	Tortle	Snapper
CLIMATE/TERRAIN:	Forest, beaches	Ocean shores
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Average (8–10)
TREASURE:	K	U
ALIGNMENT:	Any (usu. lawful)	Lawful evil
NO. APPEARING:	2d6	2d10
ARMOR CLASS:	3 (1)	5
MOVEMENT:	6, Sw 3	3, Sw 18
HIT DICE:	2	3
THAC0:	19	17
NO. OF ATTACKS:	1 or 2	3 or 2
DAMAGE/ATTACK:	By weapon or 1–4/1–4	1–6/1–6/2–8 or 2–8/by weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Shell	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'–7' tall)	M (6' tall)
MORALE:	Fanatic (17–18)	Steady (11–12)
XP VALUE:	175	120



Tortles are land-dwelling, humanoid tortoises. They walk upright, but with a ponderous, rolling gait. The creatures have leathery, reptilian skin and shells that cover their backs and bellies. Only their heads, limbs, and tails stick out of their shells. An adult tortle stands about 6 feet tall and weighs more than 500 pounds.

Tortles have no hair; their skin is olive green or blue-green. Their back shells are usually shinier and darker than their skin, while their front shells tend to be lighter, with a yellowish cast. A tortle's eyes look something like the eyes of humans, with lids, whites, irises, and pupils. However, a tortle's pupils are horizontal ovals in shape. A tortle's irises are sort of star-shaped, with an oval around the pupil, and five to eight "spokes" radiating out across the whites of the eye. The irises are vibrantly colored, usually blue, but sometimes green, and in rare instances, red. A tortle's mouth is beaklike and toothless, and can deliver a vicious bite.

Tortles are stocky, but most of their weight comes from their shells, so they tend to remain at the same weight throughout their adult lives, never growing either fat or thin. Their arms and hands are shaped like those of humans, but are thicker, and their fingers are tipped with sharp claws. Tortles can wield most weapons as easily as humans. They have tails about two feet long. Usually they wear no clothing, though some may wear cloaks, or belts or harnesses for carrying tools and supplies.

Despite their ancestry, tortles are not especially slow, either mentally or physically; they are thinkers who might ponder a question a little longer than most humans would before answering. Most tortles are peaceful and slow to anger. While they have the same range of emotions as humans, tortles are not as demonstrative and often seem cold and distant to more passionate races. Tortles tend to be lawful and good; chaotic or evil individuals are quite rare.

Tortles speak their own language, simply called Tortle, but most speak Common or some other local language as well.

Combat: Tortles generally prefer to avoid conflict, but once engaged, they seldom retreat, because they know their shells can protect them. Tortles prefer to use weapons in combat, but can claw if unarmed. Some even learn how to bite effectively. The creatures prefer short bows, staves, long swords, and flails, but also adapt to the weapons of the nation in which they live. (For example, tortles in Bellayne use the nonaka and sa.) When attacking in groups, about half engage the enemy in melee; then they break off the attack and retreat into their shells so the rest can attack with missile weapons from a distance, without risking injury to their friends. After the missiles fall, the meleeing tortles come out of their shells and resume the attack. This tactic is repeated as necessary.

Wizards and priests are common among tortles, while warriors and bards are uncommon and thieves are rare. The most popular kit for tortles is the Local Hero. Other common kits include the Honorbound, Wokan, Fighting Monk, and Trader.

Special Abilities: Tortles have infravision with a range of 60 feet and can see underwater within this range as well. The creatures automatically gain the swimming nonweapon proficiency, but they are clumsy swimmers: Their natural buoyancy keeps them afloat while they paddle along (even across bogs, quicksand, and mud). Tortles can hold their breath underwater for 10 turns.

Tortles do not wear armor, but can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a tortle cannot move or attack, but becomes AC 1 and gains a +4 bonus to all saving throws, even against mental attacks (because the tortle gains the benefit of its shell, and marshals all its inner strength for defense). A withdrawn tortle can hear and smell, but cannot see (making it immune to gaze attacks and other attacks that require a victim to see).

Habitat/Society: Tortles prefer warm climates; they have little tolerance for cold, and enjoy sunning themselves.

Native tortles have an advanced stone-age level of technology, using bows, staves, and other relatively modern implements. Most of the tortles of the Savage Coast have adapted to the ways of their neighbors, using metal tools and weapons, and there are even tortle smiths capable of making the finest of implements. Tortles tend to restrict themselves to the tools of the culture in which they live.

This adaptation to neighboring cultures carries over into all aspects of tortle society. Tortles who live outside the boundaries of other nations (the "free" tortles) tend to be simple farmers, many still using ancient "slash and burn" methods. Other free tortles live the simple, if demanding, lives of hunter-gatherers. However, most tortles dwell within other nations, where they are peasants, usually farmers, living in the style of peasants of that nation. Tortle legends claim that the creatures once built cities of grandeur, but there is little real evidence to support this, other than the Monoliths of Zul, near Eusdria. These ruins include carvings, statues, pyramids, and obelisks, and a number of small buildings. Though sages debate incessantly, these are in fact the ruins of the tortles' brief flirtation with civilization just over 1,000 years ago. The monoliths are sacred to free tortles, who sometimes refer to themselves as "the Free Tortles of Zul."

Tortles are most common in Bellayne and Renardy, and on the beaches south of Renardy. Most modern free tortles live along the beaches in small familial groups, typically in huts usually of mud and wood. A cluster of huts forms a village center, with outlying huts forming a perimeter of several hundred yards. Each tortle dwelling has an alarm of some sort, usually a horn, but sometimes a gong. Tortles stay in contact with their neighboring tortles, depending on one another for defense and help on major building or farming projects. Sample tortle villages include Tlech', R'nak, and Prash.

The Free City of Dunwick is also located on the tortle beaches. Most Dunwickers are tortle peasants, but other residents include members of just about every intelligent race, including goblinoids. Dunwick was built around the site of an old monastery of the Brotherhood of Order; this is now the mayor's residence. The site later became a trading post owned by the LB Trading Company, based in Cimarron. Today, many businesses in Dunwick are either owned or financed by the LB Trading Company, with tortle workers and the hired protection of the Texeiran Navy, and a corps of Torreón swordsmen.

A typical tortle lives about 50 years. The creatures mate only once in their lives and invariably die within a year afterward. (Tortles who do not mate can live to become extremely old, with little loss of vitality.) Mating takes place in late summer, egg-laying during the fall. All females ready to produce eggs gather in a specially prepared compound, which the males guard against all attacks. Tortle eggs are considered delicacies by many predators and by more primitive sentients, so the location of the egg-laying grounds is always defensible. Tortles from all nations travel to these egg-laying grounds in the lands of the free tortles. Each female lays 4–24 eggs, which hatch about six months later. Some young fall prey to predators, but most survive to be raised by adults, usually under the tutelage of aunts and uncles.

Tortle families are unusual, since parents do not live long enough to raise their children. Thus, a tortle family might consist of a small number of adult tortles—some of mixed genders, others not—and a number of their nieces and nephews of varying ages. The "family" is usually very close, its members treating one another as parents and children, while referring to one another by correct titles ("brother," "companion," "uncle," "niece," and so forth). Tortles never refer to fathers or mothers, except as references to the Immortals, whom they worship as a family, including Mother Ocean (Calitha, their protector) and Father Earth (Ka, the bringer of life). Within the last century, most tortles have added two Immortals to their pantheon, both adopted from the lupins, and considered the children of Mother Ocean and Father Earth: Brother Shell (Mâtin), the protector of families, and Sister Grain (Ralon), the patron of farmers and the bringer of food.

Ecology: Other than using the slash and burn farming method (which leeches nutrients from the soil), tortles generally live in harmony with nature. They are tolerant of most other intelligent people, as long as those beings treat tortles fairly.

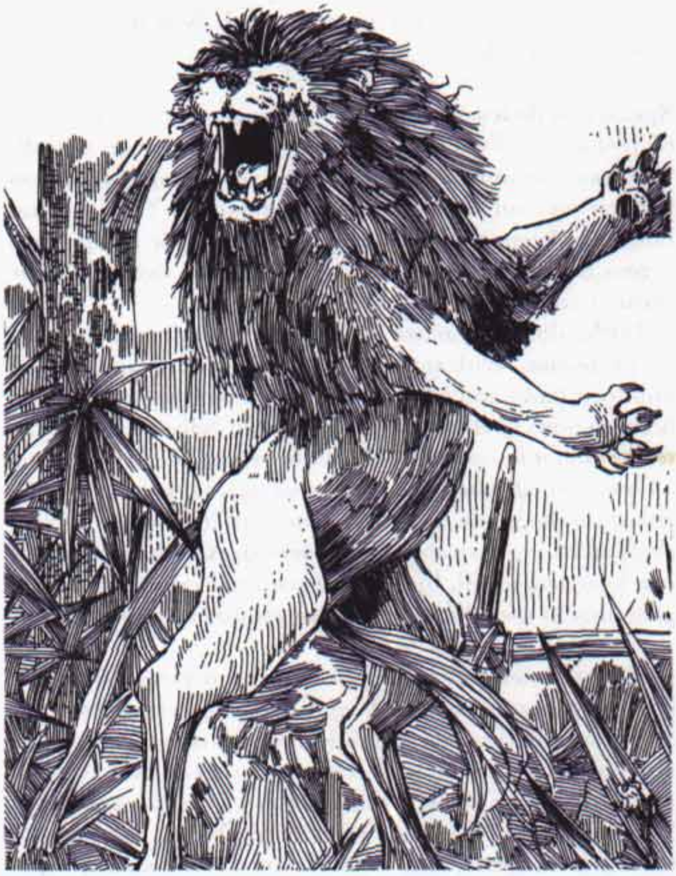
Snapper

Snappers are a primitive marine relative of the tortle. They look similar, but are broader and more massive, with lumpy, brownish shells and vicious beaks. Snappers cannot retreat into their shells.

The creatures favor tridents, nets, and spears, but also use their natural weapons. They form small packs, but have no true leaders. The creatures are bad-tempered, and tend to attack any other beings they encounter.

Feliquine

CLIMATE/TERRAIN:	Temperate steppes
FREQUENCY:	Uncommon
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2–4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3–12
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	4+4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Kick
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10′ long)
MORALE:	Steady (12)
XP VALUE:	175



Feliquines are half feline and half equine, having the head and front claws of a lion, attached to the hindquarters of a horse. Most are colored like lions, though spotted specimens (palominos) are not unknown, and many have horselike markings such as a white mane or paws, or a white stripe down the nose. There are even a few black specimens.

Legends say that feliquines were given to the rakasta by the Immortals, so that rakasta might have companions in their wanderings. Some sages claim that ancient rakasta wizards created the first feliquines, to counter the wolves that served as mounts for other steppe riders. There is even a theory that feliquines were created centuries ago by accident, by aranean wizards seeking to create beasts of burden. According to this story, the experiments were released into the plains and eventually made their way to rakasta lands. In any case, the feliquine, with its greater intelligence and stamina, has come to replace the previous mount of rakasta, the smilodon.

Feliquines are intelligent enough to understand commands, if they choose to follow them. Often, a feliquine's strong independent streak will cause it to ignore orders, and the only truly "tame" feliquines are those bonded to Beast Riders. Though feliquines cannot speak, they communicate in a primitive way with growls, purrs, hisses, and body language.

Combat: Wild feliquines hunt in prides, groups that consist of one or two males and a number of females. Generally, the females herd prey toward a waiting male, who attacks with fang and claw. The females are also quite capable of injuring prey, and sometimes attack when prey refuses to be herded. A bonded feliquine mount usually supports its rider, seldom attacking while being ridden, except with its bite. Feliquine mounts fiercely attack with claw and bite when their rider is down, and bonded mounts have been known to gently pick up severely wounded riders by mouth and carry them to safety. Feliquines can also kick, something a wild specimen does only when cornered, but which a bonded mount is usually trained to do in combat. If stationery, a feliquine can kick with its rear legs, but not in the same round as front claw attacks are used. A successful kick causes 2d6 damage.

Habitat/Society: In the wild, feliquines roam the steppes in prides, hunting mammalian prey. Horses have become a favorite quarry since their introduction to the Savage Coast. Other herd animals are also commonly hunted. Feliquine prides have even been known to attack goblinoid villages in times of famine, but seldom attack humans or demihumans, and never rakasta.

Bonded feliquines are usually born in the wild and live there for about a year before a prospective Beast Rider approaches and seeks to form a bond. Some feliquines are receptive to the bond, while others are not. In any case, the creatures will bond only with rakasta and, occasionally, elves.

Once bonded, a feliquine goes to live with the Beast Rider and his or her nomadic tribe These feliquines are treated very well; they hunt with the tribe and share its food. A bonded feliquine must be released into the wild periodically to hunt and mate. If not, the feliquine becomes uncontrollable.

Wild feliquines mate within the pride, producing one or two cubs per mating. Bonded feliquines must attract a mate away from a pride, which often entails fighting. Cubs birthed by bonded females are released to be raised by wild prides.

Ecology: The feliquine is a dreaded predator, and is powerful enough to earn a place near the top of the food chain. Because they are somewhat intelligent, feliquines have sense enough to move on rather than overhunt a given region.

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Advanced Dungeons & Dragons®
2nd Edition

RED STEEL™

AUDIO CD CAMPAIGN EXPANSION

Lands of the Savage Coast

Advanced Dungeons & Dragons®
2nd Edition
Campaign

RED STEEL™

Lands of the Savage Coast

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INTRODUCTION

Lord Luis Manzanas strode down the main street of the war-ravaged village. The smoking buildings meant that the battle must have been recent. Down a side street, he noticed a misshapen bulk scuttling into a small house. Most likely it was a villager. Though the figure obviously suffered from the Red Curse, Luis was not nervous at its presence. Whoever it was likely believed Luis to be one of the invaders and would hide to avoid contact. Still, as much as Luis prided himself on bravery in battle, he also took some pride in the caution. Loosening his rapier, he walked on, prepared to draw on his Legacy if need be. Now he heard a few moans off in the distance. Glancing around, he spotted a hatchet-shaped face scrutinizing him from a nearby window. Luis raised his hand and prepared to call out, when a sound interrupted him from behind. He turned to find a large man with a club running toward him. Drawing his rapier, Luis rolled under the first swing, mentally noting two things as he did so. First, the man's skin was red and scaly, likely the effect of an armor Legacy. Second, the man wasn't holding *the club, his hand* was *a club—the result of a weapon Legacy. As he dodged another blow and watched for an opening for his rapier, Luis considered that if the man had two Legacies, he likely had more. This was no one to trifle with.*

Luis backed up several steps, and his opponent grinned, thinking him intimidated. Intimidated, perhaps, *thought Luis,* but not cowed. *He stretched out his left hand and activated his own favorite Legacy. Three crimson bolts flew from his hand and passed into his opponent's chest. The fellow seemed quite surprised as he slumped to the ground.*

Campaign Flavor

Things are different in the RED STEEL™ campaign setting. In part, it is a medieval-flavor fantasy world, with magic and everything else one would expect. But in addition, the land can lend fantastic, magical powers to all types of player characters here. And it is a savage frontier, suffering under a magical bane called the Red Curse.

The RED STEEL campaign is set within a region known as the Savage Coast. Here, many nonhuman races are accepted as readily as humans, and most are available as player character races. Players can choose to be canine people, humanoid felines—even turtle people. The curse of the Savage Coast misshapes some people physically, while granting them spell-like powers known as *Legacies.* Most player characters have one of these powers, while some can study to gain additional Legacies.

To avoid the deforming effects of the Red

Curse, a person must wear *cinnabryl*, a rare magical ore. As its magical energy depletes with time, cinnabryl becomes *red steel*. This lightweight yet durable metal makes excellent weapons capable of striking even magical creatures that cannot be wounded by normal steel. Naturally, then, cinnabryl is coveted, and its acquisition motivates individuals to adventure, and nations to war.

The RED STEEL campaign is one of survival and battle, of exploration and politics. It can lead to great power—both political and personal—for player characters who are bold enough to sieze it.

What Is Needed to Play

This accessory describes the Savage Coast, a 2,000-mile frontier coastline. To play in this area, one needs only this boxed set and the AD&D® game rules (*Player's Handbook, DUNGEON MASTER® Guide*, and the *Monstrous Manual™*). Though many other sources (especially the PHBR or "Complete" handbooks) can enhance the play of a Savage Coast campaign, they are not necessary to its enjoyment; all pertinent information is given in this box.

Because this setting is intended primarily as an addition to an existing campaign, material on any of the campaign worlds published by TSR, Inc. can also be helpful. However, the RED STEEL setting can be used independently as well.

Other Sources

Though the Savage Coast can exist virtually anywhere that a new frontier might be, its official location is the MYSTARA™ campaign setting, about 2,000 miles west of the lands of the "Known World," such as Karameikos, Darokin, and Glantri. (See the map on page 5.)

The Savage Coast was introduced in a module of the same name (D&D® game expert adventure X9), and later expanded in "Tortles of the Purple Sage," which appeared in *Dungeon Adventures* issues 6 and 7. These materials describe the Savage Coast of several years ago. Nearby lands are described in the D&D game expert adventures *X4, Master of the Desert Nomads; X5, Temple of Death;* and *X6, Quagmire.*

The more recent past of the area has been described in DRAGON® Magazine, in two series of articles: "The Princess Ark" and the "Known World Grimoire." Most of those articles have been brought together in the D&D game accessory, *Champions of Mystara*, which describes the travels of the crew of a flying ship. The ship visited the Savage Coast, resulting in many tales.

In the RED STEEL campaign set, some information from those previous sources has been modified, in varying degrees. Most modifications were necessitated by the change from the DUNGEONS & DRAGONS® game to the ADVANCED DUNGEONS & DRAGONS® game. Other changes were made to more tightly unify the setting, to add to the adventuring potential, and to allow a more fully developed setting. In the case of any disagreements among sources, the material in the RED STEEL accessory takes precedence.

Because of the many changes, previous source materials are not necessarily helpful. If players possess any of those materials, the DM should explain their knowledge as legends, ancient history, or apocryphal stories. For instance, the logs of the Princess Ark, as found in *Champions of Mystara*, should be explained as a good story created by a crew with a cultural bias that caused them to translate many things into their own terms, or to create suppositions when facts were unknown.

Helpful Materials

Certain other materials can prove useful for a more fully described campaign. Since the Savage Coast is "officially" part of the MYSTARA campaign setting, some DMs might wish to peruse the *Poor Wizard's Almanac* (AC 1010 or AC 1011) or other materials about the MYSTARA campaign. Of particular interest is the MONSTROUS COMPENDIUM® appendix for the MYSTARA campaign setting. Most of its monsters can be used on the Savage Coast. Where those monsters are mentioned in this accessory, approximate equivalents from the *Monstrous Manual* are given as well. In addition, several monster entries have been duplicated and updated in this box, for the sake of convenience.

As mentioned, the PHBR series is also useful. The *Complete Fighter's Handbook* and the *Complete Book of Humanoids* are especially valuable to expand the campaign.

Also potentially useful is the historical sourcebook HR4, *A Mighty Fortress*, which describes the Elizabethan age (more or less) as a setting for the AD&D game. Some material herein is drawn from that source, and the "attitude" presented within it is similar to that in a RED STEEL campaign, with frequent wars and the colonization of a "new world."

Finally, a CD player is necessary for use of the enclosed disc.

About the Compact Disc

An audio compact disc (CD) is included with this game accessory. It contains mood music and sound effects to help a Dungeon Master set the tone for adventure sessions. In addition, the CD includes a narrative and a short audio drama that intoduce new players to the setting.

Some DMs may wish to play certain tracks for particular adventures or adventure segments, or to skip some tracks, or loop others. It is suggested that the DM first listen to the compact disc all the way through, to decide how to use it.

Central Themes

Most of the Savage Coast is a brutal land, often plagued by wars. Decades ago, the riffraff of the world—pariahs, criminals, and unscrupulous adventurers—colonized its shores on quests for wealth and power. Sometimes, refugees fleeing humanoid invasions and other scourges migrated to the Savage Coast and remained in the unforgiving land.

The Savage Coast has a pronounced "frontier" feel: unexplored areas, old ruins, hostile natives, and so forth. Very little law exists there, except as enforced by local nobles or the personally powerful. Often, the law of the jungle prevails. Indeed, the forces of good are an exception more than a rule.

Part of the frontier nature of the setting is the existence of several sentient native races, beyond the standard humans, elves, dwarves, and halflings. Some of the native cultures could be called civilized, while others are still relatively savage, or have a civilization that is radically different from human norms. These races include the canine lupins, feline rakasta, reptilian tortles and lizard men, and others. Most are available for use as player characters; see Chapter 1 of the *RED STEEL Campaign Book* for details.

There are also new kits, proficiencies, and equipment available to PCs; these are explained in Chapters 2, 4, and 5 in the *RED STEEL Campaign Book*, respectively. The kits describe character roles unique or important to the Savage Coast, while the new proficiencies are skills related to the unusual nature of the area. New equipment includes several new weapons, such as boomerangs and firearms.

And, of course, the Red Curse covers most of the Savage Coast, affecting—directly or indirectly—all those who live there. The magical powers, or *Legacies*, it grants are fully described in Chapter 3 of the *RED STEEL Campaign Book*, as are the horrible deformations it inflicts. But the following overview explains the basic concepts.

The Red Curse and Legacies

What makes this region truly stand apart from other places is the curse it bears. Ages ago, a great tragedy befell the land, and ever since, the inhabitants have suffered for it. However, the Red Curse can be beneficial to some, and there are riches to be had in the area.

The Red Curse has a physical manifestation in the region, a red dust called *vermeil*, which permeates the affected territory. Vermeil marks the reaches of the cursed land, lending a red cast to everything within it, from a person's skin to the money that changes hands, and the metal used to forge weapons. Red dust storms, red rain, crimson plants, and a pinkish sky—all these things mark the region as cursed. Because the people of the Savage Coast bear this red tint, it is often easy to recognize a newcomer to the land.

Within the region marked by vermeil, people and animals are marked by mutations and powers as well. Some manage to hold off the deforming effects, whether though use of cinnabryl, or otherwise. And a few—known as *Inheritors*— are even able to collect more than one Legacy within themselves, thereby gaining a great benefit from the Red Curse. Therefore, player characters in this setting can acquire amazing powers, with which they can perform super-heroic deeds. That makes the setting a wonderful place for adventure.

Immortals

Unlike other worlds for the AD&D game, the MYSTARA campaign setting does not have gods. Instead, it has Immortals. In many ways, Immortals are like gods: they have great power; religions focus on them; and they grant clerical spells to their followers. However, Immortals are usually more willing to meddle with mortals than are the gods of other worlds. Most Immortals were once mortal. It is even possible for player characters to attain immortality, though rules for such a change are not included in this accessory.

Chapter 7 of the *RED STEEL Campaign Book* holds a brief section on the Immortals important to the Savage Coast, as well as notes regarding substitution of other worlds' gods, for the DM who plans to use a world other than Mystara.

The Savage Coast

The Savage Coast is a subtropical and tropical shoreline that stretches east to west between two peninsulas. Adjustments can be easily made to place the shoreline on a north-south axis, or to change the surrounding geography to match.

Placement

The RED STEEL setting can exist anywhere that a frontier coastline could be located on the DM's favorite game world. But care should be taken to place the area where it will not upset the established history of the rest of the world. For more information on fitting the Savage Coast into worlds other than Mystara, see Chapter 7 of the *RED STEEL Campaign Book*.

Geography and Overview

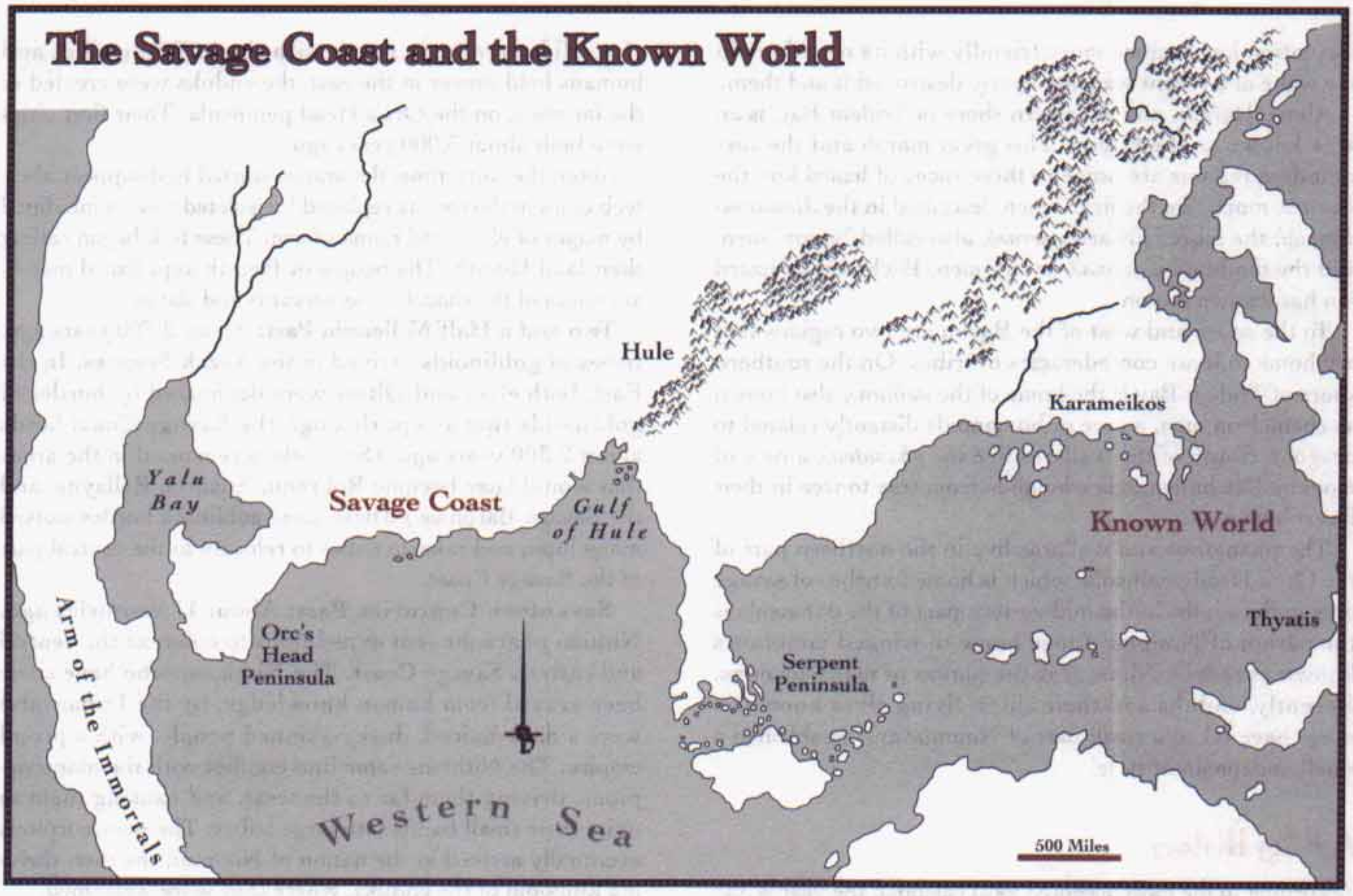
As mentioned, the Savage Coast is a frontier area, home to many colonies. Some of the colonies have existed for many years, long enough to be establishing their own satellite colonies. Some of the nations and cities have populations in the thousands. Other villages are new, while some have risen and fallen, and now lie in ruins.

At the region's far eastern end lies the city of Slagovich, often considered a gateway to the Savage Coast. Slagovich is a city of political intrigue. While not actually within the cursed region itself, Slagovich serves as a clearing point for goods moving to and from the Savage Coast.

To the north of Slagovich is the country of Hule, an empire ruled by a strong religious hierarchy. Most of Hule is also free of the Red Curse, and its government has recently decreed that its people stay away from the Savage Coast and its curse.

West of Hule, and still north of the cursed lands, are the Yazak Steppes. This area is home to goblins and other humanoids, who occasionally raid the settled lands to the south.

More humanoids live in the other places that are "curse-


The Savage Coast and the Known World

free," the Great Northway Lands (west of the Yazak Steppes) and the Arm of the Immortals (a short distance across the sea to the west of the Savage Coast). Orcs inhabit the jungles of the Orc's Head Peninsula at the western end of the Savage Coast; most of the peninsula suffers the Red Curse.

In the main cursed lands themselves, which cover almost 2,000 miles of coastline, dozens of petty nobles have appeared, each ruling a small area. Thus, the Savage Coast holds numerous duchies, counties, and earldoms, as well as a few places audacious enough to call themselves kingdoms. Humans rule in most of the eastern Savage Coast, while nonhuman nations cover most of the west.

Savage Coast Nations and States

Slagovich is one of several city-states on the eastern shore of the Gulf of Hule. The city-states are inhabited mostly by humans, and generally ruled by despots, some enlightened, some not. The city-states are mostly self-absorbed, banding together only in the face of great danger.

On the western coast of the Gulf of Hule are a number of small states and baronies, collectively known as the Savage Baronies; these were set up by explorers and conquerors who adventured in the area and then settled there. These baronies, like many other nations of the Savage Coast, once covered more area—but they had expanded too fast, and the recent wars that swept the coast have set them back. This has left ruins for the player characters to explore, as well as lands to take for themselves—if they can resist the forces already established in the land.

West of the Savage Baronies are tribal lands belonging to *tortles* (turtle-like humanoids) and to various goblin, orc, and gnoll tribes. Past those are the "kingdoms" of Robrenn and Eusdria, both of which have a mixed population consisting mostly of humans and elves, but also including dwarves and halflings. Both are barbaric societies that have recently evolved a semi-feudal form of government. Robrenn is a forested land dominated by druids and followers of the druidic way. Eusdria is still relatively barbaric, the home to warriors who have been known to go raiding in longships, creating stories remembered in epic poems by their skalds.

The most important nonhuman countries of the Savage Coast include Renardy, home to the canine *lupins*, and Bellayne, home to the feline *rakasta*. Lupins and rakasta are both descended from nomads who roamed the steppes to the north, exploring the Savage Coast when the urge hit them. Eventually, they settled, and adopted a feudal style of government. Renardy has close ties to the Savage Baronies, both economic and cultural. Bellayne still has several nomadic rakasta tribes as part of its population, and has evolved a strange mix of feudalism, warrior codes, and mysticism.

Farther west is the nation of Herath. It is known as a land of mages, once home to the mysterious *aranea*, a race of arachnid spellcasters. Herath is traditionally isolationist, but the nation has become more friendly with its neighbors in the wake of a recent war that nearly destroyed it and them.

Above Herath, on the eastern shore of Trident Bay, is an area known as the Bayou. This great marsh and the surrounding regions are home to three races of lizard kin: the *shazaks*, much like the lizard men described in the *Monstrous Manual;* the more barbaric *gurrash,* also called "gator" men; and the diminutive *caymas*, or cay-men. Each race of lizard kin has its own nation.

To the south and west of the Bayou are two regions that are home to loose confederacies of tribes. On the southern shore of Trident Bay is the home of the *wallaras,* also known as chameleon men, a race of humanoids distantly related to dragons. South of the wallaras live the *phanatons,* a race of monkey-like humanoids who glide from tree to tree in their forest homes.

The phanatons and wallaras live in the northern part of the Orc's Head peninsula, which is home to tribes of savage orcs in the south. In the midwestern part of the peninsula is the nation of Nimmur. Once home to winged minotaurs known as *enduks,* Nimmur is the nation of manscorpions. Recently, enduks and their allies, flying elves known as *ee'aar,* have taken a small part of Nimmur and established a small, independent state.

A Brief History

According to the most accepted local calendar, the year is A.C. 1010 (1,010 years after the crowning of the first emperor of Thyatis, in the lands from whence many of the Savage Coast's human colonists originate). Following is a rendition of the migration of peoples through the Savage Coast.

Four to Five Millennia Past: The first humans in the area—the Oltecs—arrived between 4,000 and 5,000 years ago. They were a coppery-skinned people who brought arts, agriculture, and basic metalworking to the region, and are the reason for the predominance of somewhat dark skin among humans of the coast.

The Oltecs discovered the presence of the tortles and manscorpions, both races having scattered settlements along the central Savage Coast. Manscorpions were temperamental savages who lived in small bands and had few redeeming qualities. The tortles were harmless and easily dominated, and have remained so ever since. For the last 4,000 years they have lived as peaceful farmers and hunters, on the edges of other societies.

Had the Oltecs pushed farther west, they would have run into the aranea and the wallaras. At the time, both had thriving civilizations. The aranea were powerful, suspicious mages living in the forests south and east of Trident Bay, the wallaras wise, peaceful mystics in the mountains and plains south of Trident Bay.

Three Millennia Past: Elves appeared in the region roughly 3,300 years ago and spread through the eastern and central Savage Coast. They did not affect the local cultures in any significant way; while living alongside the Oltecs, the elves did not mingle much with them. While elves and humans held power in the east, the enduks were created in the far west, on the Orc's Head peninsula. Their first cities were built about 3,000 years ago.

About the same time, the aranea started to disappear, their web cities in the forests replaced by isolated towers inhabited by mages of elven and human form. These folk began calling their land Herath. The people of Herath kept lizard men—ancestors of the shazaks—as servants and slaves.

Two and a Half Millennia Past: About 2,700 years ago, tribes of goblinoids arrived in the Yazak Steppes. In the East, both elves and Oltecs were decimated by hordes of goblinoids that swept through the Savage Coast lands about 2,300 years ago. (Some elves remained in the areas that would later become Robrenn, Eusdria, Bellayne, and the Savage Baronies.) These same goblinoid hordes caused many lupin and rakasta tribes to relocate to the central part of the Savage Coast.

Seventeen Centuries Past: About 17 centuries ago, Nithian pharaohs sent expeditions to colonize the central and eastern Savage Coast. The Nithians (who have since been erased from human knowledge, by the Immortals) were a dark-haired, dusky-skinned people, with a proud empire. The Nithians came into conflict with the manscorpions, driving them far to the west, and causing them to unite their small bands into large tribes. The manscorpions eventually arrived in the nation of Nimmur, the then-thriving kingdom of the enduks, where they were welcomed.

Fifteen Centuries Past: About 1,500 years ago, a series of wars and disasters swept the region. For reasons unknown, the wallaras conflicted with the mages of Herath; this resulted in the fall of wallaran civilization, and the wallaras remain peaceful primitives today. At the end of the war, the people of Herath also released their lizard man servants and slaves into the Bayou, where they eventually became known as the shazaks. At about the same time, the manscorpions betrayed the enduks and conquered Nimmur, causing the noble, winged minotaurs to relocate to a peninsula across the sea to the west. The Nithians disappeared from their colonies about 1,500 years ago, leaving behind a strong artistic and philosophical legacy, as well as various artifacts and structures. Dwarves first arrived on the Savage Coast not long after this, and they settled in some of the areas previously held by the Nithians.

Few major events transpired during the next 600 years, yet several changes occurred. The mages of Herath established a central government; the Nimmur of the manscorpions continued to grow in power; the tortles had a brief flirtation with civilization; and lupins and rakasta began to build permanent settlements. The phanatons and shazaks began to rise from complete savagery, forming tribal groups and a few semi-permanent settlements. Meanwhile, the goblins, orcs, gnolls, and related creatures spread and grew in power.

Nine Centuries Past: About 900 years ago, another horde of goblinoids moved through the region, wiping out the few small cities the tortles had built, as well as driving lupins and rakasta west, where they came into conflict with the mages of Herath. In response, those mages created the gurrash lizard kin to serve as warriors. But the gurrash soon proved unsuitable and were dumped into the Bayou, where they displaced the shazaks.

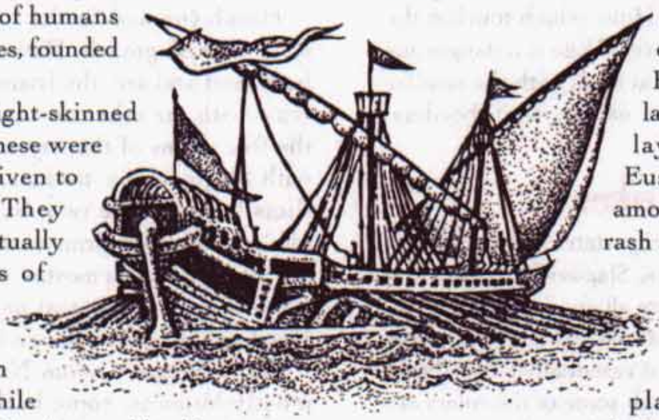
The shazaks were motivated to band more closely together, and they began building permanent villages. Some lupins and rakasta became mages of Herath, and Herath helped bring the ideas of law and government to those races.

Five Centuries Past: About 560 years ago, an influx of Traldar people arrived, possibly fleeing religious persecution in their homeland. They set up colonies along the coast, founding Slagovich and other city-states. The Traldar had lighter skin than the other humans in the area, being descended in part from Nithians and in part from the light-skinned Neathar. Primarily fishers and traders, the Traldar spread west slowly from Slagovich, all along the rivers of the area. For the most part, except for the city states, the Traldar were quickly assimilated by pre-existing cultures in the area. One exception was the group of humans who, with elves and a few dwarves, founded the nation of Bellayne.

About 60 years later, other light-skinned humans moved into the area. These were barbarians from the north, driven to the Savage Coast by Hule. They founded settlements that eventually joined to become the states of Robrenn and Eusdria. Elves and dwarves already lived in these areas. The elves allied with both Robrenn and Eusdria, while most dwarves allied with Eusdria. At roughly this same time, most of the people of Bellayne were wiped out by a mysterious plague. Many modern historians believe this to be the first recorded mention of the Red Curse. Also concurrent was the creation of the caymas, again by the mages of Herath. Most legends of dragons on the Savage Coast are from this time as well.

The rakasta moved into the ruins of Bellayne, allying with the remaining elves and humans, as well as the few dwarves who lived in the area. The lupins also established a homeland, between Bellayne and Eusdria. Bellayne, Renardy, Eusdria, and Robrenn eventually evolved to varying degrees of feudalism, aided later by another influx of colonists.

The Past Century: The most recent wave of colonization began about a hundred years ago, and has brought many humans to the land. These settlers brought with them ideas of true feudalism, including a social order consisting of nobles, knights, and peasants. The lupins of Renardy have emulated these cultures to the greatest extent, even adopting a derivation of their languages. Halflings have also come to the Savage Coast, most settling in Eusdria, with a few in Robrenn, Bellayne, the Savage Baronies, and even Herath.



With this rash of colonization in the East, and the growth of settlements in the center of the coast, the mages of Herath began expanding to the south. There, they came into conflict with the phanatons, who banded together even more firmly, having recently developed primitive government and law.

The people of the Savage Baronies also discovered the Red Curse; but unlike earlier peoples, they did not succumb to it, but fought it and found ways to control it. However, the Red Curse seemed to be limited to only certain areas of the Savage Coast.

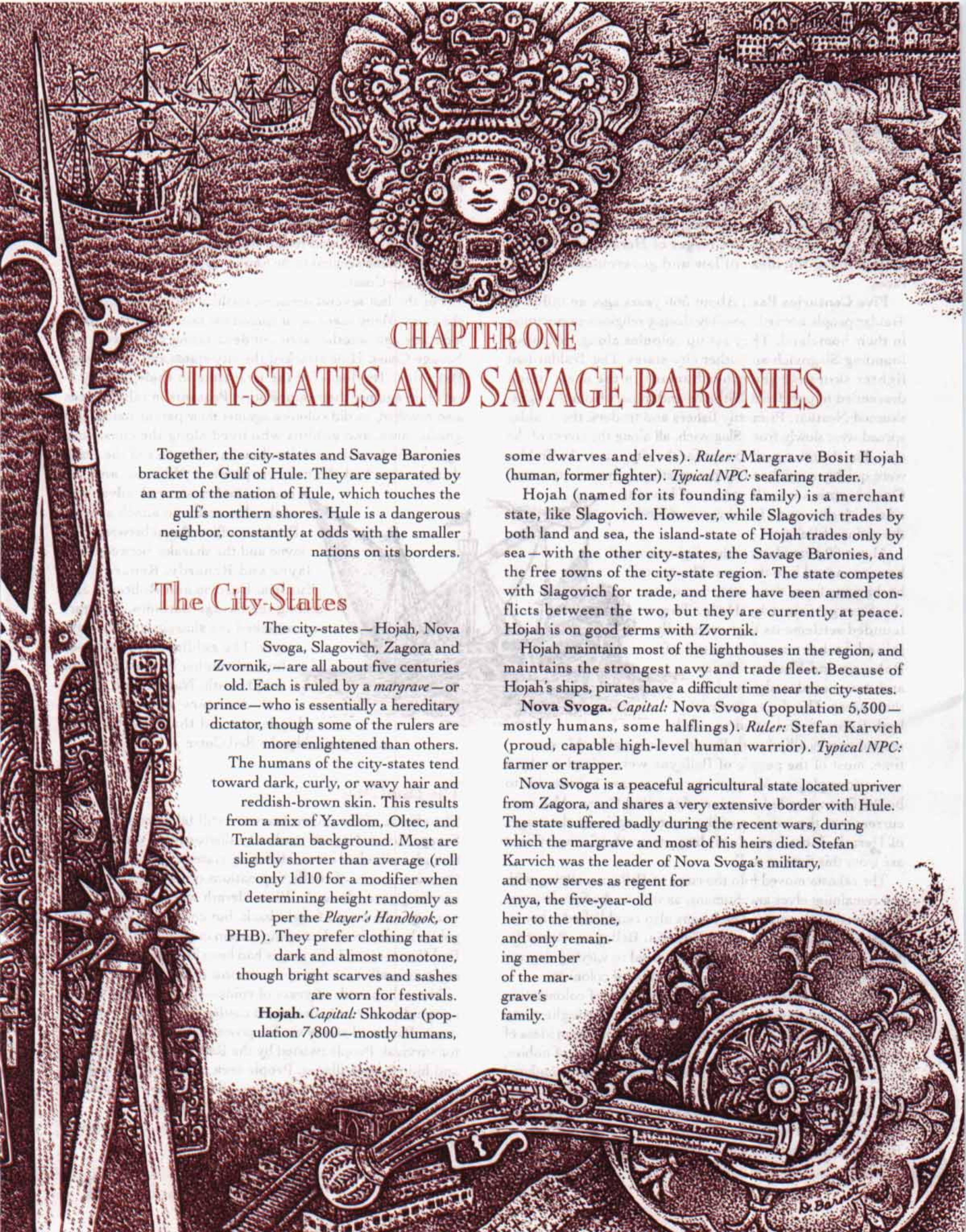
For the last several decades, civilization has spread over the coast. Many sages say it spread too fast. Beginning about a decade ago, another series of devastating wars swept the Savage Coast. Hule attacked the city-states and the Savage Baronies. Tortles—for the first time in their history—revolted against their oppressors. Peasants in other places also revolted, as did colonies against their parent states. The gnolls, orcs, and goblins who lived along the coast rose against the humans and demihumans. The orcs of the Dark Jungle attacked the manscorpions of Nimmur, and the enduks and ee'aar took advantage of the distraction to attack as well. Border conflicts flared between Bellayne and the shazaks, between Bellayne and Renardy, Renardy and Eusdria, Eusdria and Robrenn, and among the Savage Baronies. The gurrash attacked the shazaks and the caymas. The goblins of the steppes formed another horde and swept into Herath. Natural and unnatural disasters occurred, and plagues moved through the land, accompanied by the Red Curse.

The Land Now

The effects of the recent wars are still felt throughout the Savage Coast. Nations tend to be distrustful of one another, though individuals from differing states can still get along (because people of conflicting nations often fought together against greater threats). When Herath was invaded about a year ago, the mages fought back, but could not prevent the goblin hordes from destroying certain magical wards; and the Red Curse—which the mages had been holding back, confining it to small areas—swept over most of the Savage Coast.

Now, thousands of years of ruins—from ancient Nithian pyramids to recently destroyed castles and villages—dot the coast. Paranoid states vie for power, hostile natives strive for survival. People twisted by the Red Curse roam the land and hide in the villages. People seek to control the magical metal cinnabryl, for its ability to alleviate the curse; others seek the roots of the curse in an effort to eliminate it.

Adventure awaits those willing to face the challenges of the lands of red steel.



CHAPTER ONE

CITY STATES AND SAVAGE BARONIES

Together, the city-states and Savage Baronies bracket the Gulf of Hule. They are separated by an arm of the nation of Hule, which touches the gulf's northern shores. Hule is a dangerous neighbor, constantly at odds with the smaller nations on its borders.

The City-States

The city-states—Hojah, Nova Svoga, Slagovich, Zagora and Zvornik,—are all about five centuries old. Each is ruled by a *margrave*—or prince—who is essentially a hereditary dictator, though some of the rulers are more enlightened than others.

The humans of the city-states tend toward dark, curly, or wavy hair and reddish-brown skin. This results from a mix of Yavdlom, Oltec, and Traladaran background. Most are slightly shorter than average (roll only 1d10 for a modifier when determining height randomly as per the *Player's Handbook*, or PHB). They prefer clothing that is dark and almost monotone, though bright scarves and sashes are worn for festivals.

Hojah. *Capital:* Shkodar (population 7,800—mostly humans, some dwarves and elves). *Ruler:* Margrave Bosit Hojah (human, former fighter). *Typical NPC:* seafaring trader.

Hojah (named for its founding family) is a merchant state, like Slagovich. However, while Slagovich trades by both land and sea, the island-state of Hojah trades only by sea—with the other city-states, the Savage Baronies, and the free towns of the city-state region. The state competes with Slagovich for trade, and there have been armed conflicts between the two, but they are currently at peace. Hojah is on good terms with Zvornik.

Hojah maintains most of the lighthouses in the region, and maintains the strongest navy and trade fleet. Because of Hojah's ships, pirates have a difficult time near the city-states.

Nova Svoga. *Capital:* Nova Svoga (population 5,300—mostly humans, some halflings). *Ruler:* Stefan Karvich (proud, capable high-level human warrior). *Typical NPC:* farmer or trapper.

Nova Svoga is a peaceful agricultural state located upriver from Zagora, and shares a very extensive border with Hule. The state suffered badly during the recent wars, during which the margrave and most of his heirs died. Stefan Karvich was the leader of Nova Svoga's military, and now serves as regent for Anya, the five-year-old heir to the throne, and only remaining member of the margrave's family.

Slagovich. *Capital:* Slagovich (population 17,400—mostly humans, a few demihumans). *Ruler:* Margrave Miosz II (human noble, age 24). *Typical NPC:* merchant or poor, urban peasant.

Slagovich is built on a plateau, next to a cliff overlooking the Gulf of Hule. At the cliff's foot is a large cavern into which ships can sail. A huge natural shaft connects this cavern to the center of the city. The people of Slagovich control some sort of gate to the Elemental Plane of Water; for a high fee, the shaft can be sealed and filled with water to bring a ship up to the level of the city. A water lock allows a ship to enter an artificial harbor atop the plateau.

Hydraulic mechanisms are present everywhere in Slagovich. Drawbridges, water locks, and portcullises allow ships to move deep into the city, along a series of canals, to unload their goods. Sleds, pulled by a network of cables, cart scores of people up and down the city's steeper hills.

Slagovich is home to excellent engineers, many adventurers, a bustling merchant business, and a few wealthy nobles, but most of the people are rather poor. Many houses—especially those farther from the harbor—are badly maintained. Much of the city's mortar and stonework has a reddish-brown color. High, well-defended walls protect Slagovich—except for the slums outside the city. Farms and undeveloped hilly acreage surround it.

The ruler of Slagovich, Miosz, is a young man who ascended to the throne when still a child. Despite plots by Hule and an evil, early Inheritor (Zgozod of the Ruby), he was able to keep his throne, due mainly to the intervention of his uncle Stavro. Stavro serves as an advisor to Miosz and leads the margrave's personal guard, the Knights of Halav—a small, warrior brotherhood that has helped guide Slagovich into a relatively enlightened age.

Miosz has no love for Inheritors. They are unwelcome, though not persecuted, in the city. Inheritors who enter Slagovich are watched closely.

The city has a cinnabryl mine, the product of which is traded to the Savage Baronies. When cinnabryl is exported (about twice a year), a body of Knights of Halav meet at sea with a small group of Inheritors, who pay for the cinnabryl with red steel. In Slagovich, red steel is used for weapons by the Knights of Halav and the city guard. The Knights and guard officers also wear red steel armor; the city guards can be recognized by their gold tabards.

Zagora. *Capital:* Zagora (population 9,400—mostly humans, some elves and halflings). *Ruler:* Margrave Munte III (human, muscular, overweight fighter). *Typical NPC:* patriotic warrior.

Based along a river valley, Zagora shares a long border with Hule. It is home to many warriors, and tends to lead in defense of all the city-states.

Zvornik. *Capital:* Raska (population 6,700—mostly humans, some dwarves and halflings). *Ruler:* Margrave Galben Zvornik (human noble, age 87). *Typical NPC:* farmer or traveling trader.

Like Hojah, Zvornik is named for the family that first settled the region. Its population centers are located on rivers; its traders use small boats that travel the rivers and shorelines of the region. Zvornik has also competed with Slagovich in trade, sometimes violently, but is currently at peace. Zvornik and Hojah are allies. However, the current margrave is quite old, and his heir is more inclined toward aggression.

The Savage Baronies

Southwest of Hule lie a number of loosely organized realms known as the Savage Baronies—because not one of their monarchs qualifies as a true king. Most of the rulers are the descendants of explorers who established their colonial domains about a century ago. Most call themselves barons, and they wield almost supreme power over their lands.

The population on the western shores of the Gulf of Hule is often referred to as *Los Guardianos*. The people there are primarily descendants of an ancient Oltec dominion. In some areas there are elves, as well as dwarves and a few halflings. The modern Guardianos culture reflects Oltec and Traldar influences, as well as the influence of the more recent colonists. Texeiras and Vilaverde had greater influence from Hule and Yavdlom, and developed a local dialect different from the language of other Guardianos realms.

The four nations closest to Hule in the Gulf region are the Dominion of Vilaverde, the State of Texeiras, and the Baronies of Torreón and Narvaez. The Red Lands—flatlands of cracked and sun-baked mud—separate these baronies from Great Hule. Although the Red Lands are claimed by Texeiras and Vilaverde (hence their original name of *Terra Vermelha*, literally "Red Land"), they are a region of fierce political rivalry. The lands hold many small, scattered deposits of cinnabryl. Although few deposits last long enough to provide their claimants with any significant advantage, the cinnabryl is nevertheless the object of ferocious competition among Texeiras, Vilaverde, Torreón, and Hule.

The Red Lands also are the homeland of brigands, goblinoids, and foul monsters. Most natives of the Red Lands are dangerous raiders who prey on miners, caravans, and border villages. For an outrageous fee, some of these inhabitants may work for one of the four nations, at least until someone else offers them a better deal for their services.

The people of the Savage Baronies tend to be somewhat dark-skinned, and the redness caused by the vermeil is very prevalent here. Most have straight, black or deep red hair, and wear simple, light, cotton clothing, though suede and leather are popular among the middle and upper classes, especially with Gauchos and Swashbucklers. Swashbucklers and nobles also wear silks and velvets. Even the poorest people tend to wear at least one brightly colored item of clothing, and Swashbucklers are often positively vibrant in appearance.

Capsule descriptions of each of the Savage Baronies follow. (The DM may note that Vilaverde and Texeiras are based roughly on Portugal during the 1500s and 1600s. Torreón is based on conquistador-era Spain, Narvaez on Spain during the Inquisition period, and Saragón on Moorish Spain.)

Almarrón. *Capital:* Ciudad Tejillas (population 4,200). *Ruler:* Barón Maximiliano de Almarrón y Escudor (intelligent human Noble fighter). *Typical NPC:* poor peon trying to avoid politics.

This small, reclusive nation overthrew its baron decades ago and instituted a Traldar-inspired democracy. Poverty and hot tempers threatened the young nation, and Don Esteban—the capital city's lord mayor, Señor Alcalde of Ciudad Tejillas—intervened to prevent the nation's downfall. Using his authority over the capital's garrison, he ousted opposing factions, imposed his dictatorship, and named himself "El Salvador" (The Savior). Don Esteban quickly seized the nation's most important asset, as he saw it: the silver mines in the Sierra del Plata. (Many of the surrounding nations depend on purchasing this silver to mint their coins.) Much of the nation's wealth went to Don Esteban.

But the people of Almarrón resented the usurper and his odious tyranny. Many of the poorest peons fled the dictator's Torreón mercenaries and tax collectors. These *guerilleros* formed bands of insurgents preying on silver caravans and competing for their own goals. Several dreamt of restoring democracy, while others were still loyal to the old baron's son, Barón Maximiliano de Almarrón y Escudor. During the recent wars, a revolt put Don Maximiliano in charge. But it failed to kill Don Esteban, who tries to sway people by claiming to be a commoner seeking to keep the state out of the hands of the nobility.

So far, Don Esteban's ploy has been unsuccessful, for Don Maximiliano is an enlightened despot, ruling with a firm hand, but so far avoiding overtaxation, and allowing a fair amount of freedom and learning among the people. Though Don Maximiliano is attempting to find Don Esteban and bring him to trial, most of his troops are tied up with guarding urban areas, trails, the silver mines, and the Castle of Tordegena that wards the nation's western border against Yazi gnoll raids.

Besides silver, coffee and tobacco are also important products for Almarrón, commonly exported to Hule and the Yavdlom Divinarchy.

Cimarron. *Capital:* Smokestone City (population 11,500—humans, halflings, and dwarves). *Ruler:* Sir John of the Wain, Duke of Cimarron (cool, unwavering, wheellock-wielding, human Honorbound duelist paladin). *Typical NPC:* wheellock-wielding duelist or gaucho.

The first traders to locate on the Claw Peninsula belonged to the Brotherhood of Order (sometimes called the Lawful Brotherhood), the philosophical "ancestors" of the Inheritors of the Order of the Ruby (see the Inheritor kit, in Chapter 2 of the *RED STEEL Campaign Book*). They were soon followed by shiploads of adventurers from many different parts of the world. The first Brotherhood outpost was located at the present site of the Old Fort, at the tip of the peninsula. It is still used as a military port and local garrison. One small faction of the Brotherhood developed into the LB Trading Company, now a powerful commercial enterprise behind many endeavors in Cimarron. Based in Smokestone City, the company's traditional concerns include exploration, mining, wheellock manufacturing, ale production, and general trading in the Gulf of Hule.

In those early days, many of the colonists were Guardianos. Facing the undesirable arrival of the many *gringos* from outside states, the old Barony of Almarrón sent troops to formally claim the land. Several decades later, however, the increasingly alien population rebelled. Many insurgents lost their lives during a disastrous battle at the Old Fort, after refusing to yield before the baron's vastly superior forces. Rallying his last troops by the famous call "Remember the Old Fort!" the self-appointed General Cimarron finally defeated the baronial troops at the Battle of Hondo. His supporters promptly named him Earl of Cimarron, and his lands became today's free-styled county.

Sir John rules the county today. This larger-than-life character hardly fits his role as a head of state. In his younger days, he worked the ranges as a teamster (earning his nickname "wain" or wagon). When his older brother was killed, John was called to the capital and became the heir, eventually succeeding his father. He is still extremely active, prompt to lead a posse against gnoll desperados to the north or goblin badlanders to the west. Ever since his father's death at Longhorn's Last Stand, he's shown a particular hatred of goblins. To avert further incursions, he had Bushwhack Prairie garrisoned at a strategic point: Fort Whitestone is a desolate cavalry outpost at the end of Bugle Trail, constantly on the lookout for goblinoid drifters and thieves. During the recent wars, Sir John distinguished himself as a front-line battle leader, and the noble families of Cimarron declared him a duke. This makes Sir John uncomfortable, and the title is a point of contention with the other rulers of the Savage Baronies, who jeeringly refer to him as "The Duke." So far, Sir John has been successful at keeping Cimarron a county in title, and has never tried to put himself above the other rulers, which has lessened tensions.

Cimarron has more of a frontier feel than the other baronies. Its capital takes its name from the deposits of coal nearby; the coal mines produce material to heat the many forges of Cimarron, and also provides a valuable export. The people of Cimarron tend to be a little tougher and cruder than those in the other Savage Baronies, and wear more leather and suede, and heavier cotton.

Gargoña. *Capital:* Ciudad Real (population 11,700). *Ruler:* Baronesa Esperanza "La Ilustre" de Sotto y Rivera (a well-educated human Noble; a retired thief who hides her past). *Typical NPC:* adventurous poet on a quest for inspiration.

This is the mildest of the region's nations. Doña Esperanza's enlightened reign has given its people a secure and almost prosperous life for the past 25 years. It has been free of revolts and wars, thanks to the policy of neutrality the "Illustrious Baroness" maintains with her neighbors. Doña Esperanza's two daughters married into other baronial families, one into Narvaez and one into Montejo (Saragón); this has helped prevent unnecessary wars.

Ciudad Real is famous for its generous patrons. The capital is a haven for the arts and literature. Many fine artists, poets, and philosophers came to Ciudad Real to flourish under the philanthropic boon. Intellectually, it is the center of the Guardiano culture. Thanks to their skills, many scholars native to Gargoña work abroad as baronial preceptors or political advisers for other baronies.

As a military force, Gargoña is rather weak in comparison with its neighbors. The baroness relies mostly on a large, loyal, but mediocre militia, backed up with Torreón mercenaries. Active troops garrison the capital and the Castle of Pardalupe. The latter force is more concerned with occasional Yazi raids through the southern border than with their Saragón neighbor.

Guadalante. *Capital:* Ciudad Huelca (population 6,300). *Ruler:* Señor Crístobal "El Barbudo" Bigotillos y Copetez (noble with gaucho spirit, human Local Hero ranger). *Typical NPC:* proud gaucho, rover of the pampas.

Guadalante is the home of the gauchos, free-spirited wanderers of the savage west's great plains. They are easily recognizable by their calf-high boots, puffy pants, ample shirts, and broad hats. Their weapons of choice are bolas, dagger, wheellock pistol, and javelin or lance. Few ever wear armor, considered too bulky for their trade in the pampas. As a military force, the gauchos form an effective light cavalry corps of lancers, mobile firearm-wielders well suited to combat in the vast grasslands.

In peacetime, most gauchos are *vaqueros*—cattle raisers who live in large (usually fortified) haciendas. The gauchos' main concern remains the protection of their cattle against Yazi raiders. During periods of famine, incursions from the Yazak Steppes are to be expected as well. The gauchos are a major source of horses and cattle for most of the western Gulf of Hule. After a few clashes with Saragón over border disputes and watering rights, the two nations eventually settled their conflict with the Treaty of Cortesillas.

Guadalante is an oligarchy, a state ruled by the more prominent families of cattle traders. Don Crístobal "The Bearded" is a rather peaceful if boisterous ex-adventurer. Despite his apparent roughness from years spent on the pampas, his style, extravagance, sense of humor, and appreciation of all that is refined in life have charmed more than one señorita during his visits to the other baronies. He is currently married to Doña Catalina de Bigotillos y Narvaez, daughter of Barón Hugo "The Merciless." The marriage was performed in secret—without her father's approval. The baron has yet to send the dowry to this much despised *pechero* (commoner).

Narvaez. *Capital:* Puerto Morillos (population 12,300). *Ruler:* Barón Hugo "El Despiadado" de Narvaez y Montoya (human War Priest). *Typical NPC:* devout and inflexible cleric.

This large barony has no common border with the Red Lands and thus cannot directly compete with its neighbors for cinnabryl. Fertile Narvaez trades food for cinnabryl with any of its neighbors, usually Texeiras. Excess trading has occasionally provoked famine and peasant revolts.

Barón Hugo "The Merciless" spends much of whatever wealth remains to build a better war fleet. His goal is to break the Texeiran and Vilaverdan hegemony over the seas. Although Narvaez is a larger barony with a higher population than its neighbors, its people still suffer from excessive taxation and a brutal rulership.

The powerful here, like the poor, remain profoundly pious followers of their Immortal patrons, in particular Ixion, who is regarded as more important than all other Immortals together. Knights commonly go on quixotic quests to retrieve holy artifacts or bring the "good word" to faraway natives (with the help of their mighty swords). One such "recovered" artifact lies at the Grande Catedral de Ciudad Quimeras, a heavily fortified spot of constant pilgrimage in the region. Ixion's philosophy is taken excessively seriously in Narvaez, to the point that anyone suspected of the least heresy risks prompt imprisonment, ruthless "questioning," and merciless execution at the burning stake. Magic-users and druids should beware. The Immortal Vanya, known here as the Inquisitor, is the patron of those who punish heretics. The recent bloody wars elevated her to great importance among the worshippers of Ixion.

Like Torreón, Narvaez is known for mercenaries. Though most follow Ixion, some become mercenaries in other lands to avoid religious persecution. The state's elite troops, *Los Matones*, are feared throughout the Savage Baronies.

Saragón. *Capital:* Ciudad Matacán (population 6,600, human); *Ruler:* Barón Balthazar de Montejo y Aranjuez (human Noble wizard). *Typical NPC:* shadowy wizard on a secret quest.

The people of Saragón are unique in style and thinking. This small region shows a stronger Nithian influence than anywhere else along the Savage Coast. Ancient Nithian culture remained popular a bit longer here than elsewhere, and some of the settlers of a century ago came from the Emirates of Ylaruam, a land of desert nomads and settled farmers who revere scholars and storytellers. Nowadays, it is a Guardianos-style blend of primarily Ylari and Traldar backgrounds, with a few others mixed in.

Within the past century, the population seems to have remained evenly split between the traditional precepts of the Guardianos and the Immortal Al-Kalim. There is no animosity between the two philosophies, but rather a friendly understanding among the various advocates. This enrages the Inquisitors of Narvaez, who with clerical orthodoxy view the darker-skinned, Ylari-descended citizens of Saragón as the spawn of chaos, and their lighter-skinned compatriots as dangerous heretics.

In contrast, the people of Saragón view themselves as sages and scientists, the learned ones of the Savage Baronies. Their background facilitated the rise of wizards, alchemists, astronomers, and outstanding mathematicians. Don Balthazar himself is an experienced wizard—yet one more cause for the ancestral enmity between Saragón and Narvaez.

The oddest thing about Saragón is that its baron owns an ancient Oltec artifact that protects the barony's borders. Any armed force of 100 or more troops that crosses the border with harmful intent is immediately stricken with fear and the urge to leave at once. This has prevented armies of Narvaez from invading Saragón. Otherwise Los Matamoros of Narvaez would certainly create great havoc in Saragón. Patrols of Torreón mercenary lancers are commonly encountered here, and usually take care of smaller groups of intruders, especially Yazi raiders along the Río Copos. The baron's Oltec artifact can also generate a field of force around the baronial manor to negate all transportation spells (*dimension door, passwall, teleport, gate,* etc.).

Texeiras. *Capital:* Boa Mansão (population 8,700—humans distantly related to the Yavdlom). *Ruler:* Barão Bartolomeu "O Calvo" de Texeiras (human, retired Swashbuckler thief). *Typical NPC:* chic, adventuring thief.

The capital, Boa Mansão, is a merchant center. Much of the merchandise brought in the region—including loads of cinnabryl—passes through this city. Business is generally good with the Barony of Narvaez, which often relies on Texeiras for its supplies of cinnabryl.

Baron Bart "The Bald" is, however, in a difficult position because he must maintain his borders with four powerful neighbors. All of them covet his rich capital, his fleets, and his colonial holdings. The barony's overall population and land forces remain rather light in comparison with its neighbors. So far, diplomacy, bribery, and skillful use of political manipulation or assassinations have maintained the status quo.

Torreón. *Capital:* Ciudad de León (population 7,400—elven majority). *Ruler:* Baronesa Isabel "La Terrible" de Torreón y Morales (human noble). *Typical NPC:* proud, witty sword master.

This land-locked barony is notorious for its poverty. Doña Isabel's great plan is to build up an army of conquistadors and eventually take over Texeiras and the Red Lands. This policy has wrecked the local economy through excessive taxes. To date, most of Doña Isabel's troops have been needed to garrison the outer limits of her territory against brigands or humanoid raids. The remaining troops are used to enforce the taking of unpopular taxes among the population. Torreón presently is in the best position to overrun the Red Lands' native inhabitants and seize its wealth of cinnabryl.

The people of Torreón and Narvaez are known as fine warriors. They are the brave and passionate type—hot tempered, proud, and quick to cross rapiers at the least offense. Generations of tough and ruthless soldiers, raised in hardship in the borderlands, have hailed from these baronies. Torreóners often seek employment elsewhere as professional mercenaries, including as marines aboard Texeiran ships. Ciudad de León harbors a famous Guild of Swordmakers whose red steel weapons are prized throughout the Savage Coast.

Vilaverde. *Capital:* Porto Preto (population 9,800—humans distantly related to the Yavdlom). *Ruler:* Barão Jorge "O Temerário" de Vilaverde (charismatic human Swashbuckler fighter). *Typical NPC:* boisterous, swashbuckling fighter.

Porto Preto—a notorious pirate haven—is home port to a large fleet of armed merchant ships. As with all other towns in this region, it is heavily defended. Tiny hamlets with fortified keeps dot the domain of Vilaverde. Vilaverdans, like Texeirans, are famous for their adventurers, explorers, thieves, pirates, and whalers. Feared on all seas, they are a lighthearted, high-spirited people with a legendary audacity.

The Baron Jorge "The Intrepid" actually owns many colonial holdings. These are no more than small forts or fortified villages used for commerce and navigation, spread out further west on the Savage Coast, as well as on the coast of Davania (the continent far to the south). Vilaverde and Texeiras are rivals who virtually control the Gulf of Hule's western half. They often clash with the aggressive eastern city states.

Vilaverde's biggest challenge remains the defense of its eastern border with Hule. Aside from the Red Lands, the barony offers the only barrier to Hulean expansion into the Savage Coast. But Hule is reluctant to force its way into this territory, because the Vilaverdan fleet could easily ruin all of the Hulean naval and coastal assets.

CHAPTER TWO
ROBRENN AND EUSDRIA

The people of Robrenn and Eusdria are descended from ancient barbarian tribes that fled the marching armies of Hule, far to the north. The barbarians hoped to one day reconquer their homeland, but that day never came. Instead, they came to love their new lands and eventually established medieval societies.

The humans of these nations are taller than average; add four inches to heights rolled according to the method in the *PHB* (adjust weight upward as well, by about 10 pounds). There are also large populations of elves in both nations, as well as many half-elves. Humans, elves, and half-elves here tend to have blond hair, though some have white or red. Most have sky-blue eyes, though darker blue and shades of green are possible as well; a very few people of these nations have brown or hazel eyes, and people with these eye shades are considered exotic.

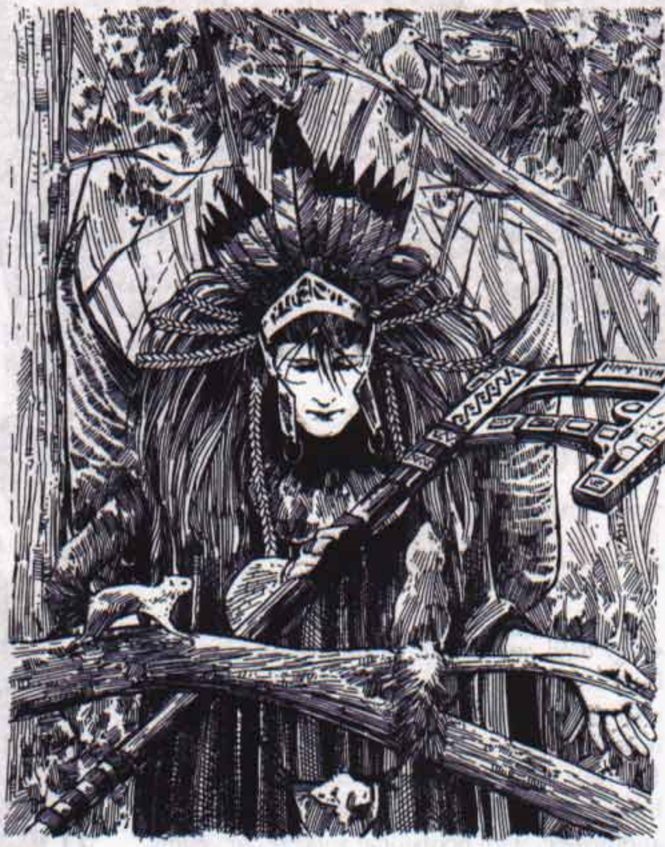
The Confederated Kingdom of Robrenn

Robrenn contains vast tracts of forest and is dominated by druids. Harming the forests, or any of the creatures who dwell in them, is usually considered a crime. Robrenn's people tend to have wavy hair, commonly worn shoulder length (for both sexes). Most wear their hair loose, though warriors typically wear a braid on one side of the head, in front of the ear. Clothing worn by people of Robrenn is usually made of cotton, leather, and buckskin, in forest colors (predominantly green and brown, with occasional splashes of yellow, red, or orange). Often, at least one item worn has sharp, geometric patterns.

The most common character classes in Robrenn are druid, ranger, fighter, and bard. Popular kits include Local Hero, Noble, Defender, Wokan, War Priest, Bandit, and Scout. Noble druids and bards originate only in Robrenn.

Robrenn is a confederation of sovereign dominions. The fair climate and generous forests were an early boon to this druidic society. Its braided warriors thrived, though over the centuries their barbaric culture mellowed. The tribal chiefs instituted a nobility that slowly allowed a semi-feudal system to replace the tribal structure. The nobles then initiated a confederacy under the rulership of a new king, Robrenn I, chosen by the druids.

Since then, the king's descendants have inherited his



title. Should his lineage become extinct, the druids would choose one of the current nobles as the new ruler. In other respects, the nation has a conventional feudal society, though with druids replacing more traditional clerics. But there is no real peasant class in Robrenn; non-nobles are known simply as the Folk, and are free and approximately middle class, rather than land-bound and poor, like peasants. Nobility and warriors must swear allegiance to the ruler and follow the ways of the druids.

Men and women are of equal status in this society. It is the belief of the Robrenn that their chief patron Immortal, Breig, is the mother of nature. As a result, the highest functions among the druids are often limited to women. However, in order to maintain universal balance, right of birth usually (but not exclusively) favors males. For example, the first-born male has priority over a female in the succession for a nobility title or the ownership of a family heirloom. In general, all that is mystical or linked to nature and creation is considered to be the realm of women; all that is material or linked to warfare and destruction is held to be the realm of men. Note that this does not restrict women from becoming warriors, or men from becoming druids, but such instances are uncommon.

The Confederacy maintains a small standing army, the Guard, to enforce laws and protect borders. A vast reserve of trained and armed citizens also exists. The druids provide a set of weapons and armor to each family's first child, when he or she reaches puberty. (If female, the child has the right to refuse the weapons only if a young male exists in the family.) The "chosen one" must leave the family and remain with the Confederacy's Guard to learn the art of war. Three years later, the young adult earns the title of "Armed Citizen" and can return home.

Because of this policy, there are many warriors in Robrenn, as well as a high ratio of dual-class and multi-class warriors. Each Armed Citizen must provide a month of military service to the Confederacy once a year, to support its defense and to stay in shape and ready for battle. In times of war, all Armed Citizens must join the Guard until the threat ends.

The druids systematically enforce this system, sometimes quite ruthlessly. Any perceived lack of enthusiasm or poor physical fitness can lead to the banishment of a citizen, or a requirement that the person perform some kind of penance for the Immortals. Robrenn's citizens are a fierce and brave people. It was their personality more than any need for warriors that led to the creation of these laws; thus, few actually resent them. Becoming an Armed Citizen is a sign of honor. In this society, Defenders (people with the Defender kit) can rise only among the ranks of Armed Citizens.

Druids are eminently powerful among nobility; they make laws and decide on penalties. The druids also permit, forbid, or even decree any armed conflicts involving the nation. Druids affect the confederacy's ability to attack another realm, or the ability of two dominions to fight each other. The latter is permissible if druids cannot solve a dispute between two nobles. Considering the deeply rooted respect this society has for druids, disobeying them is almost unheard of and could lead to a civil war.

A thick forest covers a vast area of the confederacy—this is the druids' Hallowed Forest of Carnuilh. It is a sanctified area that no one but druids and druidic Defenders can enter. At its center is a holy grove where the druids meet once a year, on midsummer's eve. There, they discuss topics of mysticism, consult auguries, and resolve problems.

After each 12 years of continuous rulership, the king of Robrenn must go on a quest. If he succeeds, he remains king for another 12 years. If he fails, he must seek the Great Druid's grove in the Hallowed Forest of Carnuilh. Legends say that there he returns to the earth that he embodies, thereby allowing the land to flourish again. He is magically "absorbed" by the forest, thus ending his life in this world. No succession can take place until the king dies or joins with the forest. If he flees in shame and dies elsewhere without fulfilling his duty at the grove, years of woe and hardship may strike the kingdom.

The Robrenn honor a wide variety of Immortals. Their belief is that all life came from Breig, also known as the Mother of Nature, the Great Oak, and the Spirit of Eyf. She heads the Robrenn pantheon. Although a druid can choose one Immortal over another as his or her primary patron, all meet at Carnuilh. Regardless of their individual philosophies, all druids follow the same basic principles. They all revere the Great Druid Maud, daughter of Trestana. Maud is a a female, half-elven follower of Breig. (Great Druids in Robrenn are typically female.) Though there may be other Great Druids elsewhere in the world, as far as the Robrenn are concerned there is only Maud. This

Great Druid supervises the entire Savage Coast region, including all the territory from the Gulf of Hule to the western coast of the Orc's Head Peninsula.

The druids also supervise the druidic Defenders, which some think of as "druidic paladins." Defenders are the elite warriors of the nation, but often travel on quests for druids, or simply to explore and spread druidic beliefs. Note that druidic Defenders can, and often do, wear metal armor.

Most of Robrenn's lore is oral, handed down by bards and druids. Little has been written (though the people are literate), because the druids believe that memorizing legends and prayers sharpens the mind and prevents their holy knowledge from being vulgarized by ink and vellum. This tradition establishes the bard as a key element of Robrenn culture.

Much of this culture is affected by the druids' dislike of all that "never lived," including manmade objects of metal or stone. Robrenn's druids prefer wood, leather, cloth, and so forth. This attitude prevents the Robrenn from building much with stone. Their forts and towns are usually made of wood, with stone used only for fireplaces or roads. Unfortunately, the policy has been the source of many disasters, especially in times of war.

The plateaus to the north of the Robrenn teem with orcs, ogres, and goblins. Armed riders constantly patrol the northern edge of the confederacy, watching for invasions in the making. A number of murderous wars with the goblinoids have nearly ruined the nation, and great attention is paid to this threat, especially after the most recent wars, which weakened the state considerably.

Over the course of centuries, the Robrenn developed trade with other nations, especially with Texeiran and Vilaverdan merchants. Robrenn exports wine, mead, sausage, maize, wheat, medicinal herbs and potions, spices, and amber. Cinnabryl and red steel are of little interest to the nation, though raw silver is acceptable in trade, for coinage. But usually, the Robrenn would rather obtain payment in labor. Many people from the nation Savage Baronies make annual circuits through Robrenn as itinerant farm-workers, trading labor for goods. Some Guardiano tradesmen also trade criminals for goods, the convicts being kept as indentured servants. If they serve well, they are released when their allotted period is over, and can either return home or accept druidic ways and become one of the Folk.

Capital and Ruler

Capital: Eyf (population 25,200—humans, demihumans, some woodland beings). *Ruler:* King Edwix II, son of "The Night Harrow" (human druidic Defender). The royal lands include all of the Hallowed Carnuilh Forest. *Typical NPC:* common farmer or crafter, follower of the druidic way.

The Confederated Dominions

Each of Robrenn's dominions governs its own internal affairs, though the druids can interfere at will. The druids also advise the king and his council, which decide international policy.

Barony of Avarica. *Symbol:* Raven. *Capital:* Dubrax (population 5,900—mostly humans). *Ruler:* Baron Eusgetorix the Stormy, son of Aduatucas (human Noble bard). *Typical NPC:* adventurous bard. *Patrons:* Cernuínn, Leug.

Duchy of Avernos. *Symbol:* Boar. *Capital:* Arax (population 5,900—humans and dwarves). *Ruler:* Duke Blergix the Tall, son of Medonix (dwarven Noble fighter). *Typical NPC:* blacksmith. *Patrons:* Belsamas, Tuatis.

County of Morguen. *Symbol:* Deer. *Capital:* Cernumna (population 10,900—humans, halflings, and elves). *Ruler:* Countess Onnena the Sylvan, daughter of Subellos (half-elf Noble druid). *Typical NPC:* druid sage. *Patrons:* Breig, Cernuínn.

Barony of Nemausa. *Symbol:* Auroch. *Capital:* Morrigamna (population 10,100—mostly humans). *Ruler:* Baron Calturix the Bloodthirsty, son of Demiatix (human Noble ranger). *Typical NPC:* fearless rider. *Patrons:* Breig, Tuatis.

Barony of Sedhuen. *Symbol:* Ram. *Capital:* Venatis (population 11,900—mostly humans). *Ruler:* Baron Teuthoel the Merciful, son of Trestana (human noble). *Typical NPC:* peaceful farmer. *Patrons:* Breig, Belnos.

County of Suerba. *Symbol:* Rooster. *Capital:* Ogmna (population 3,800—humans and elves). *Ruler:* Count Brevoel the Swift, son of Maloel (elven Noble fighter). *Typical NPC:* champion archer. *Patrons:* Arduínna, Leug.

Barony of Uthuínn. *Symbol:* Ship. *Capital:* Senerobriva (population 2,600—humans and halflings). *Ruler:* Baroness Brivaela the Sagacious, daughter of Clothual (human Noble fighter). *Typical NPC:* quiet fisher. *Patrons:* Belnos, Taranos.

The Robrenn Pantheon

In Robrenn, each of the following Immortals, with the exception of Belsamas and Nyt, has a druidic following. Refer to Chapter 7 of the *RED STEEL Campaign Book* for further information on Immortals.

Arduínna (Diulanna): Patron of willpower, archery, and hunting. She approves only of female druids.

Belnos (Asterius): Patron of healers, traders, and travelers.

Belsamas (Kagyar): Patron of forging, metalworking, construction, and dwarves. Clerics of Belsamas are always true neutral in Robrenn.

Breig (Ordana): Patron of Robrenn, head of the pantheon. She approves only of female druids.

Cernuínn (Faunus): Patron of forests, songs, poetry, bards, and woodland beings.

Leug (Zirchev): Patron of demihumans, wisdom, and the arts. Leug is a recent addition to the Robrenn pantheon.

Nyt (Hel): Patron of death and reincarnation. She is acknowledged, but not worshiped.

Taranos (Odin): Patron of skies, storms, and mighty lightnings. This Immortal is not as influential here as in Eusdria.

Tuatis (Thor): Favorite patron of warriors.

The Kingdom of Eusdria

Most Eusdrians have straight hair, and the majority grow it long and form it into one long braid—usually worn down the middle of the back, but sometimes thrown over the left shoulder. Eusdrians tend toward clothing of cotton and buckskin, though wool and fur are used in the colder, mountainous areas. The clothing is usually made in solid colors, especially blues, purples, and white, though gray, green, and brown are used as well.

Eusdrian society consists of a nobility, which provides the nation's leaders, and a "freeheart" class, which is the normal citizenry. Like Robrenn, Eusdria has no real peasant class. Most freehearts are warriors, and clerics come from this class as well. There are some thieves, and bards are somewhat common, but wizards are rare. Popular kits include Local Hero, Noble, Honorbound, Myrmidon, Militant, War Priest, Bandit, Scout, and Skald.

In its past, Eusdria has had a number of clashes with Robrenn. The druids and clerics on either side always spoke against all-out war, since both nations largely honor the same Immortals, though they call them by different names. Eusdrian clerics are uncomfortable with the mysterious and "barbaric" ways of Robrenn druids, just as the druids distrust the Eusdrian clerics' "unnatural" and "self-serving" ways. The two kingdoms have maintained a precarious status quo, poised somewhere between cordiality and rampant accusations of heresy.

The biggest difference between Robrenn and Eusdria lies in the greater presence and influence of elves in Eusdria, particularly in the Duchy of Frisonnia and the Barony of Savaria. A great deal of the finer Eusdrian culture has come from the elves, including literature, architecture, and fine arts.

Eusdrians are fond of battle. They believe that death on the battlefield is by far the best way to die, for it opens the path to the land of the Immortals. This ancient belief dates back to their barbarian roots in the north. Before a battle, warriors often celebrate and drink beer mixed with honey, thought to give them strength and courage. Fortunately, the elven love for peace and tranquility has somewhat toned down this predisposition to aggressiveness. At the very least, it has brought order and law to the impetuous Eusdrians.

Elven influence has led the Eusdrians to create several orders of knights, including paladins and Defenders (Order of the Immortals), Honorbound (Knights of Eusdria), rangers (Company of the Wolf), and Myrmidons and others (Order of the Unicorn, Company of the Bear, Warriors of the Sea, and Knights of Niedegard). Instead of fighting for the sake of battle and destruction, the Eusdrians learned to channel their battle fervor through military organizations with a direction. The easiest orders to make popular among early Eusdrians were those dedicated to serving a ruler (particularly the king of Eusdria), and later, orders that served the Immortals. This has given rise to a caste of knights and paladins capable of defending the nation against any foe.

While Myrmidons are common in Eusdria, most warriors use the Honorbound kit. All the nation's Honorbound form a single, large Company, the Knights of Eusdria, all of whom wear the same emblem (a black raven on a silver field) and specialize in the use of the same weapon (the battle axe). The Honorbound are sworn to first defend the nation in times of trouble, and second obey edicts of their leader.

The present king, Sigismund III, is a half-elf Defender and highly charismatic follower of Tiuz. Sigismund is well known for his even-handedness with his dominions, both elven (Frisonnia and Savaria) and human (Harstal and Mohesia). He dreams of ridding the Yazak Steppes of goblinoids and other monsters, and of expanding his kingdom into a holy empire in the name of Tiuz. For the past 20 years of his reign, he has promoted the Warrior's Honor (as described in the Honorbound kit in the *RED STEEL Campaign Book*) among his people, aspiring for a smaller force of highly competent warriors, in contrast to the massive barbaric hordes of the past. In knighthood, he also sees the possible establishment of a highly mobile, elite, heavy cavalry whose loyalty and prowess would bring the end of the marauding tribes of the steppes. Dwarven crossbowmen from the County of Harstal also go to battle in trains of heavy war wagons that make them something like cavalry in mobile forts. All this allows the king to wage long-lasting wars without pulling normal freehearts away from their lands to be slaughtered in massive battles. Such a loss would weaken the kingdom, as it had many times in the past, and bring famine and pestilence to all.

Only recently, Eusdria joined Robrenn in a war against the Yazi goblinoids. This was favored by many of the freehearts, and when King Sigismund tried to pull out of the war, many revolted, and a civil war occurred. As a result, the capital was all but destroyed, but the Honorbound Knights of Eusdria kept the king from death. Consequently, the Honorbound are highly regarded by the king.

King Sigismund has not unleashed his warriors upon the Yazak goblinoids because of a curious phenomenon affecting the Plain of Dreams at the northern limit of the kingdom. Tradition says that the Immortal Lokar lost a bet with Donar and was forced to plant flowers throughout the entire plain. But Lokar cursed the flowers, giving them the power to put people and animals to sleep. These large beds of amber lotuses release clouds of sleeping pollen. The goblinoids apparently have found a way to protect themselves and their mounts from the pollen, allowing them an easy escape after their raids into Mohesia and Frisonnia. As a result of these onslaughts, villages and towns in these two dominions are heavily fortified. Eusdria's king is still hoping to find a reliable defense against the pollen for his own people.

King Sigismund is famous for developing a true school system for the young, supported by royal taxes. With this, he hopes to lead Eusdria to a golden age, with power enough to dominate the Savage Coast and eventually destroy Hule. The schools are largely unpopular among the freehearts, however, since they keep children from working in the fields or apprenticing in a craft. The nobility also dislikes them, because educated subjects are more difficult to rule, and higher taxes are required for construction of school buildings, purchase of books, and payment of preceptors (usually clergymen). The clergy, however, strongly supports the king in the situation, for the power it lends them over commoners and nobles.

About a decade ago, Eusdria was visited by the Heldannic Knights, from the faraway Heldann freeholds. (There are similarities and thus sympathy between Eusdria and Heldann, but King Sigismund has always suspected the Heldannic Knights' dark and treacherous ways.) When they arrived, the Heldannic Knights arranged for Eusdria to acquire red steel, through the Texeiran Protectorate. In doing so, the Heldannic Knights gained the gratitude of the various orders of Eusdrian knights. This worried King Sigismund greatly. Contact with the Heldannic Knights ceased about five years ago; the rare messages since then have been largely ignored by Sigismund.

Eusdria now imports red steel and a little cinnabryl directly from the Savage Baronies, via the Orders of Inheritors. The precious red metal is used to forge excellent battle axes, plate armor, and bastard swords for Eusdrian knights.

Most Eusdrian trade is with the Kingdom of Robrenn and the Texeiran merchant fleet. Eusdria has a small fleet in Reslar and Withimer, but it is no match for experienced Texeiran sea wolves. From the Niedegard Mountains, dwarven miners extract iron and copper, which are largely exported along with beer, honey, furs, timber, and herring.

Capital and Ruler

Capital: Othmar (population 7,500—primarily humans, elves, and dwarves). *Ruler:* King Sigismund III the Great, son of Godegesil (half-elf Defender of Tiuz). The Royal Domain includes the capital, as well as Ingelhad, Withimer, and the ruins of the former capital, Gundegard (once a city of more than 20,000 people, now home to perhaps 2,000, as well as many monsters). *Typical NPC:* Honorbound or Myrmidon warrior. *Patrons:* Viuden and Tiuz.

Eusdrian Royal Dominions

Each of the dominions governs most of its own internal affairs, but the crown can revoke internal policies. The king, advised by a council of clergy and various knights and nobles, decides international policy. After the recent wars, a freeheart council was established and serves to advise the king as well.

Duchy of Frisonnia. *Symbol:* Tower. *Capital:* Breimald (population 12,300—mostly elves, some humans). *Ruler:* Duchess Beovilda the Blunt, daughter of Onulf (elven Noble fighter). *Typical NPC:* elven urban warrior. *Patrons:* Donar, Tiuz.

County of Harstal. *Symbol:* Bear. *Capital:* Harstal (population 10,400—humans and dwarves, some halflings). *Ruler:* Count Theodamir the Stutterer, son of Althuin (human noble). *Typical NPC:* boisterous beer drinker. *Patrons:* Viuden, Kagyar, Fredar, Fredara.

Barony of Mohesia. *Symbol:* Horse. *Capital:* Verdegild (population 6,600—mostly humans, some elves). *Ruler:* Baron Arthaulf the Forthright, son of Euric (human Honorbound paladin). *Typical NPC:* righteous warrior. *Patrons:* Donar, Tiuz, Fredar, Fredara.

Barony of Savaria. *Symbol:* Fish. *Capital:* Reslar (population 8,500—mostly elves, some humans and halflings). *Ruler:* Baroness Utha the Fair, daughter of Aldaric (elven Noble ranger). *Typical NPC:* elven warrior (hunter or fisher). *Patrons:* Eirys, Tiuz.

The Eusdrian Pantheon

For further information on Immortals, refer to chapter 7 of the *RED STEEL Campaign Book*.

Donar (Thor): Popular patron of warfare.

Eirys (Eiryndul): Patron of woodland beings and elves, but especially of elven wizards.

Fredar (Frey): Patron of freeheart warriors.

Fredara (Freya): Patron of female warriors.

Kagyar: Patron of dwarves and metalwork.

Lokar (Loki): Patron of flames, mischief, and lies. Lokar is not honored except by evil beings.

Nyt (Hel): Patron of death and reincarnation. She is acknowledged but not worshiped.

Tiuz (Ilsundal): Patron of elves, wisdom, law, and trust, Tiuz is often represented as a warrior missing his right hand.

Viuden (Odin): Chief Immortal of the Eusdrians. Patron of the sky, storms, and authority.

CHAPTER THREE

RENARDY AND BELLAYNE

The kingdoms of Renardy and Bellayne are the domains of nonhumans: lupins and rakasta, respectively. Both races are native to the region, and on the Savage Coast they are nearly as common as humans.

The Kingdom of Renardy

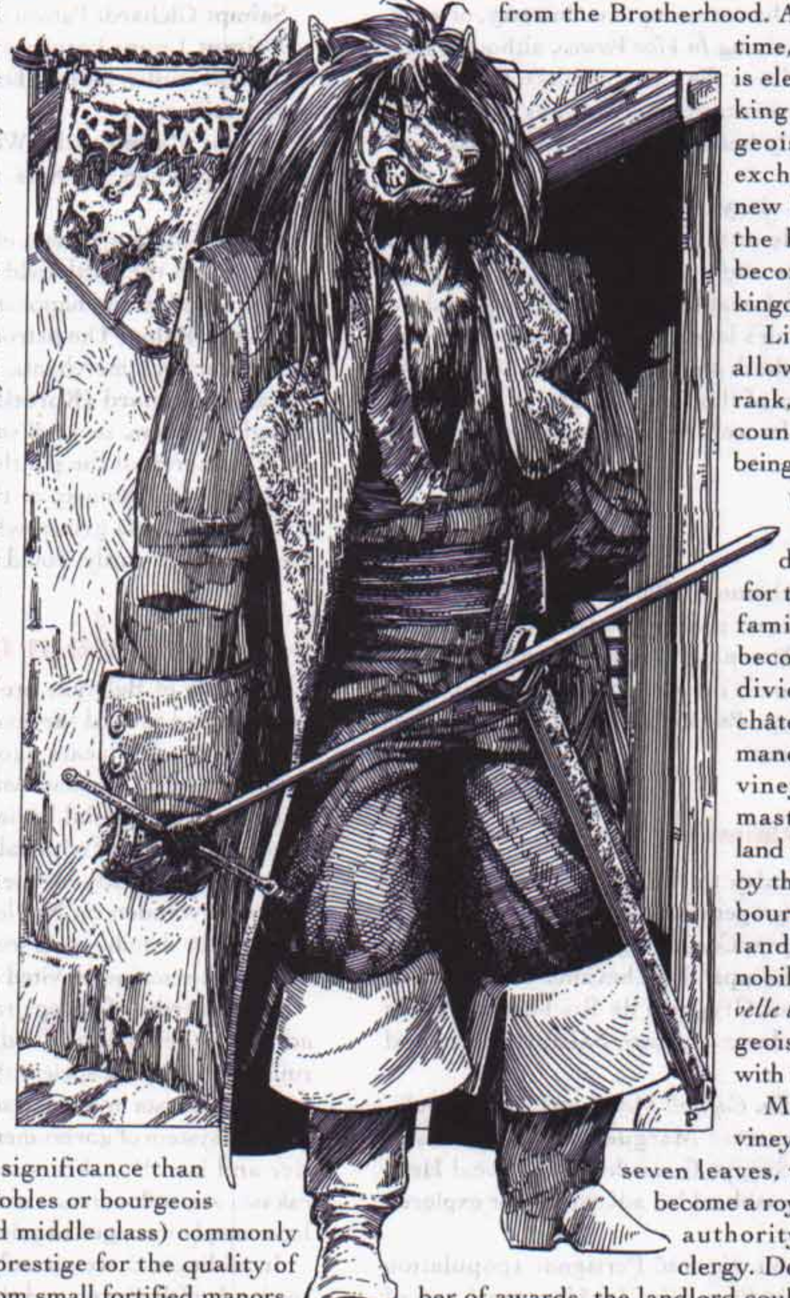
Known to its inhabitants as the "Royaume de Renardie," Renardy is the kingdom of the canine lupins. The kingdom's coat of arms shows a golden fox rampant in the 1st and 4th quarters, and fleurs-de-lis in an azure field in the 2nd and 3rd quarters, with royal crown and golden crest overhead.

Early lupins were nomads, tribes of hunters who roamed the Yazak Steppes and the southern central plains. But the goblinoids of the Yazak Steppes captured much of the lupins' hunting grounds, scattering many tribes. About 1,000 years ago, five tribes regrouped to the south and formed an alliance to defend their lands against the goblinoids; they are hailed as the founders of Renardy. Over the next 10 centuries, the tribes developed into typical medieval dominions under the authority of a king, who built his capital on the site of an old lupin camp. This site became the city of Louvines, on the Dream River.

The Dream River (or River of Dreams) flows into Renardy from the Plain of Dreams, a vast field of amber lotuses, flowers whose pollen induces sleep. To prevent the lotuses from plaguing their lands, lupins installed a water lock whose sole function was to strip out all debris floating on the river (particularly plants) before the water flowed further south. Construction was possible due to the help of lupin clerics, who protected workers against the effects of the plants. Eventually, the water lock grew into a mighty fortress, Château-Roan.

Sleep-producing plants also infested lands nearby, and clerics directed a purge about five centuries ago. They systematically destroyed the plants and scorched the earth, slowly gaining territory to the east and north. This infuriated the goblinoids, who saw their conquered territories threatened, and they launched a brutal war to slay all lupins. But the valiant cat-people held their ground. The war led the lupins to build border fortresses, and most towns and villages erected walls. The late King Gaston de Clairvault ordered the construction of *le Grand Mur* (the Great Wall) to protect his subjects from the goblinoid hordes and halt the spread of the cursed plants. Today the wall is complete, and the Plain of Louvines is a lush, fertile valley dotted with hamlets and farms.

Within the last hundred years, the lupins have been strongly influenced by the humans of the Savage Coast, especially the people of the Savage Baronies. Renardy has close ties with Torreón, and gets along well with Almarrón, Saragón, and Gargoña. The Renardois have even adopted the swashbuckling style of people of the Savage Baronies, and duelists are quite popular in Renardy.



The Renardois are at peace with most of their neighbors, and they have a nonaggression pact with Eusdria. King Louis IV ("the Theatrical") of Renardy has held formal talks with King Sigismund of Eusdria, and the kings occasionally discuss an alliance against the goblinoids. King Sigismund is also willing to trade an undisclosed amount of red steel for the lupins' ancient, secret protection against the cursed plants in the Plain of Dreams. Both kings dream of conquering wide swaths of the northern plains—Sigismund to gain imperial power, Louis to recover ancestral lupin hunting grounds.

The wine trade is of particular importance to Renardy, affecting many things in the Renardois' daily life, from business to political power. The existence of the small *châteaux* (country houses and estates) and vineyards have a greater significance than most outsiders might think. Nobles or bourgeois (members of the self-employed middle class) commonly own such châteaux and seek prestige for the quality of their wines. Châteaux range from small fortified manors to well-defended towers. Most have armed guards.

Bourgeois commonly settle north or west, outside the limits of the kingdom, on lands that are not part of the established nobility's domains. For a fee, a bourgeois' claim on the land is registered at the Palace of Louvines by the royal bailiff (*Bailli du Roi*). This practice angers the goblinoids, who have watched the fringes of their immense tribal land being nibbled away. Renardois nobility defends the bourgeoisie, for the latter are slowly regaining the race's ancestral lands.

Each winter, a jury of wine-tasters—the Brotherhood of Vintages—judges which wine in Renardy is the best. Bourgeoisie, nobles, and king are allowed to present samples, which are numbered but otherwise unmarked, to preclude cheating. The winner receives a golden vine leaf from the Brotherhood. A bourgeois who, over time, receives seven leaves is elevated to nobility. The king recognizes the bourgeois as a baron. In exchange for the title, the new baron swears fealty to the king, and the estate becomes a dominion of the kingdom.

Likewise, seven leaves allow a noble to ascend a rank, such as from baron to count, with "Grand Duke" being the highest attainable title. A rank cannot be lost except by royal decree (a punishment for treachery). If a noble's family is dispossessed or becomes extinct, the king divides the land into châteaux. The lords of the manors who administered vineyards for their noble master can purchase the land if they meet a price set by the king, thus becoming bourgeois. Otherwise, the land is auctioned. Until nobility rises from the *nouvelle bourgeoisie* (new bourgeoisie), the land remains with the king.

Monasteries often own vineyards. Should they win seven leaves, their territory would become a royal dominion under the authority of the Renardois clergy. Depending on the number of awards, the landlord could become an abbot, a bishop, or an archbishop. Although not shown on the map, many such monasteries within larger dominions eventually escape a noble's authority, including taxation and other regulations. Clergymen cannot attain royalty.

The first king of Renardy was put on the throne by allied tribal chiefs. Since then, the crown has been a hereditary title. Should the royal family become extinct, the noble of the highest rank and with the highest number of leaves would become the new king.

Besides prestige, the wine trade encourages territorial and economic growth for the kingdom. The more "leaves" a wine is awarded, the more popular it is among the connoisseurs, and the more expensive it becomes. Legends state that some of the best vintages (seven gold leaves or more) have mystical powers, such as the abilities to heal, instill joy or sadness, enhance strength or bravery, or even compel truth (thus the saying *In Vino Veritas,* although simple inebriety often achieves the same results). Of course, wine-growing and fermentation techniques are utterly secret, invaluable family heirlooms never discussed with outsiders.

Competition among vineyards is fierce, if not outright sordid. Almost no guile or villainy is too low. Although lupins tend toward law and good, nearly anything goes when it comes to wine. Local bourgeoisie usually rush to bid for a fallen competitor's land (they may even coerce the latter to sell out) or establish a new claim at the *Bailli du Roi* should all legal owners of the land be gone or deceased. This is often how nobles and bourgeoisie increase their domains.

Capital and Ruler

Capital: Louvines (population 31,700—mostly lupins, some humans, demihumans, and tortles). *Ruler:* King Louis IV "Le Cabotin," son of Gaston de Clairvault (an aged Beast Rider). The royal domain includes the communities of Daens and Saimpt Vézy. *Patron:* Saimpt Renard. *Typical NPC:* bourgeois or peasant.

Dominions of "Sa Majesté le Roi"

Each domain owes fealty to the king, whose word is supreme. However, daily operations are left to local rulers.

Baronie de Brégoigne. *Capital:* Rochefort (population 3,100). *Ruler:* Baron Philippe "Le Chevalier Sans Puce et Sans Reproche," son of Grégoire de Rochefort (Noble fighter). *Typical NPC:* cleric;. *Patrons:* Saimpts Mâtin and Malinois.

Comté de Marmandie. *Capital:* Mons-en-Plécy (population 7,300). *Ruler:* Comtesse Marguerite "La Soyeuse," daughter of Gilles de Saimpt Gens-de-Bout (Local Hero ranger). *Typical NPC:* swashbuckler, adventurer, or explorer. *Patron:* Saimpt Clébard.

Marquisat de Noijou. *Capital:* Pertignac (population 6,300). *Ruler:* Marquis Francois "Le Hautain," son of Fouques de Valefroi (Noble wizard). *Typical NPC:* wizard, sage, palace or cathedral architect, or wine merchant. *Patron:* Saimpt Ralon.

Duché d'Ysembragne. *Capital:* Deauvais (population 8,300). *Ruler:* Duc Henri "Le Grognard," son of Thibaud de Châtelguyon (Beast Rider). *Typical NPC:* Beast Rider. *Patron:* Saimpt Loup.

The Lupin Pantheon

Lupins refer to Immortals as *saimpts,* holy lupins who achieved ultimate greatness in this world. Over the centuries, many saimpts were authenticated, either genuine Immortals or heroes of the lupins' history now long gone. Following are descriptions of some of the more popular saimpts.

Saimpt Clébard: Patron of loyalty, fidelity, and family.

Saimpt Loup: Patron of mercy, hunger, destruction, night, and winter. Saimpt Loup portrays both good and evil among lupins.

Saimpt Malinois, the Were-Slayer: Patron of hunters, revenge, courage, warriors, blacksmiths, and those who go to war.

Saimpt Mâtin: Patron of fortresses, guards, and those who died on the battlefield defending their kin. He is the master of safety and happiness at home.

Saimpt Ralon: The patron of life, good food, fun, health, wealth, farmers, merchants, and those who produce goods.

Saimpt Renard (Korotiku): Patron of wit, freedom of thought, wisdom, sense of smell, cunning, and trickery. The chief Immortal of the pantheon, Renard has so far guided well the royal dynasty of the Clairvaults. He is the only Immortal of this group who was not a lupin (although everyone in Renardy would object to this statement).

The Kingdom of Bellayne

The people of Bellayne are rakasta. Like the lupins, they were pushed toward the coast by goblinoids of the steppes. Here, about 500 years ago, they discovered Bellayne, a nation of mostly humans, with some dwarves and elves. The humans had a feudal society that was just beginning to develop a system of national laws and justice. Some rakasta settled permanently on the edges of Bellayne, while most remained wanderers. Not long afterward, the humans and many of the demihumans were slain by a mysterious plague. What folk remained invited the rakasta into Bellayne.

A great tribe of savage rakasta eventually settled, most adopting the humans' feudal system, and taking over the ruins to establish a society that is an odd mix of human culture and rakasta mystical tradition. Present-day Bellayne has a feudal system of government, as well as a fine system of justice and law. But this is somewhat misleading, for most rakasta are still warriors at heart. Those settled in Bellayne have simply managed to gain control over their emotions.

In addition, there are still nomadic rakasta who wander the lands of Bellayne and the Yazak Steppes. When within the borders of Bellayne (which they largely ignore), these nomads wander from town to town, trading for (and sometimes stealing) the goods they need to live. The nomads regard the town dwellers with some disdain, not understanding why they would give up the freedom and independence of the nomad life. The town dwellers, in turn, do not understand why the nomads scorn the comfort and stability of settled life. Many of the nomads are Beast Riders, who have feliquine companions (see Chapter 2 of the *RED STEEL Campaign Book*). The town dwellers view these warriors as brave and skillful, but nevertheless savage. When a nomadic tribe faces great hardship, the towns offer solace; in return, the nomads help protect the towns. Note that while town dwellers readily accept humans and demihumans, only a few exceptional elves have found places with the nomads.

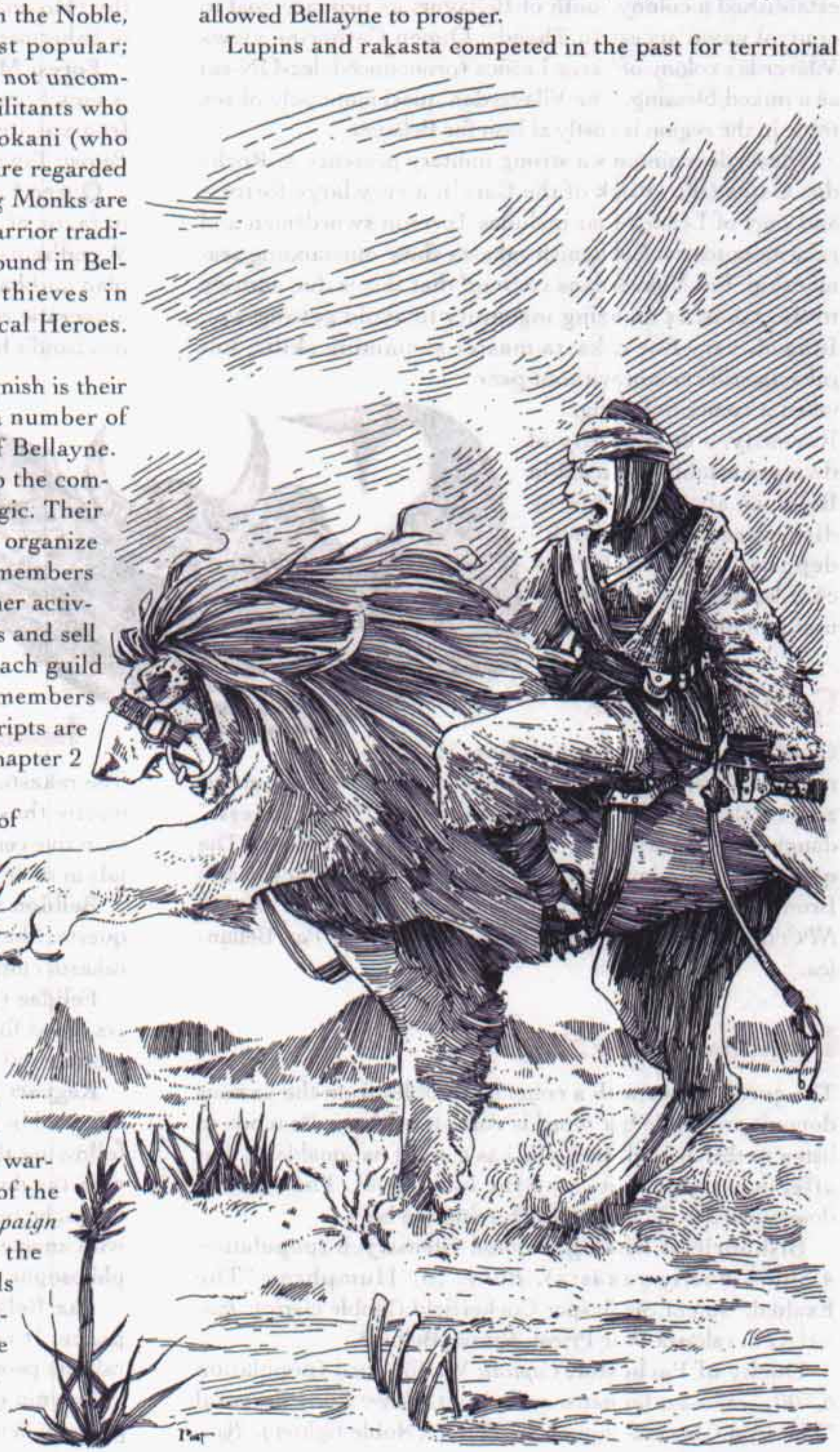
Warriors are quite common in Bellayne, with the Noble, Beast Rider, and Honorbound kits the most popular; Defenders, Myrmidons, and Local Heroes are not uncommon. Wizards of Bellayne include the rare Militants who ride with the nomads and the hermit-like Wokani (who carry on traditions hundreds of years old and are regarded as bizarre eccentrics by most rakasta). Fighting Monks are very popular in Bellayne, blending ancient warrior traditions with scholarly pursuits; War Priests are found in Bellayne as well. Oddly, there are many thieves in Bellayne—some being Scouts and others Local Heroes. Bards are also popular in Bellayne.

Perhaps the greatest innovation of the Bellaynish is their traditional entertainment. Bellayne harbors a number of illustrious companies of bards, the Heralds of Bellayne. These bards gather information and relate it to the common people, often using illusions and other magic. Their guilds are so eager to find news they will often organize spectacular events or send some of their best members on amazing adventures across the world. Another activity of the guilds is to write colorful manuscripts and sell them to nobility in Bellayne and elsewhere. Each guild has a headquarters in Leminster, where new members are registered, stories are learned, and manuscripts are filed. (For more information on Heralds, see Chapter 2 of the *RED STEEL Campaign Book*.)

Bellayne is also home to several Companies of Honorbound (see Chapter 2 of the *RED STEEL Campaign Book*). Each dominion has at least one Company, and each Company usually maintains a hostel in every town of Bellayne. Honorbound are also given quarter in the various castles and towers of Bellayne. The code followed by the Honorbound is a mix of ancient rakasta Beast Rider creeds and elven tradition, and has adopted a few human notions of chivalry. The code is followed by all Honorbound, as well as most Beast Riders; most other warriors of Bellayne follow at least the Protocols of the code. (See Chapter 2 of the *RED STEEL Campaign Book*.) There are two Companies devoted to the queen: 1) the Royal Honorguard, which guards the queen and her household, and 2) the Defenders of Bellayne, who patrol the nation and serve as military leaders in times of war. Each Company allows members of any race, though rakasta are by far the most common. There are many other Companies as well, including single race groups, such as the Company of the Shell, which allows only tortles; the Red Company, which allows only rakasta; and the Friends of the Forests, which allows only elves. Each Company is registered in Leminster and must receive a royal charter to operate legally in Bellayne.

With their strong warrior traditions, the Bellaynish have succeeded in keeping the goblinoids at bay. An organized defense of its land and a disciplined, loyal citizenry have allowed Bellayne to prosper.

Lupins and rakasta competed in the past for territorial



control of the Yazak steppes, their common ancestral lands. Although presently at peace, the two races have remained somewhat suspicious of each other for this reason. But the goblinoid threat in the north keeps the two nations friendly. Also, over the years the Bellaynish have developed a taste for Renardois wines, which the latter trade for Bellayne's excellent wools, tea, liquors, and coal.

Bellayne developed land trade with Renardy and other kingdoms with the "help" of Vilaverdan sea traders. Vilaverde established a colony south of Bellayne, its primary goal to control naval access to Theeds. Queen Catherine views Vilaverde's colony of Terra Leãoça (pronounced: lea-ON-sa) as a mixed blessing. The Vilaverdan quasi monopoly of sea trade in the region is costly at best for Bellayne.

Vilaverde maintains a strong military presence at Rocha dos Gatos (the "Rock of the Cats"), a very large fortress and port of Leãoça that includes Torreón swordsmen and rakasta outcasts. Bellaynish rakasta show outstanding seamanship, but Vilaverdans contend that this is due entirely to the rakasta's amazing ingenuity to avoid getting wet. Indeed, very few rakasta master swimming skills, but rakasta still remain without peer when it comes to fishing. Recently, a community of dwarves established itself in Bellayne after an explorer discovered "black rock" deposits in Penwick. The coal became particularly useful in metal working.

Capital and Ruler

Capital: Leminster (population 30,300—mostly rakasta, many elves, some humans, demihumans, and tortles). *Ruler:* Queen Catherine I "The Lioness," daughter of the late King Lionel I of Dorsythe (noble). The queen's domain includes the communities of Chansea and Bromstow, and the ruins of the town of Chatsworth. *Typical NPC:* urban peasant, crafter, or warrior. *Patron:* Pax Bellanica.

Dominions of Her Majesty

The queen works with a council of nobles from the various dominions. While her word is considered law, she tends to listen to the council. Bellayne has a set of national laws that affects everyone, even on the local level. The various dominions are in charge of enforcing the laws.

Bishopric of Kitting. *Capital:* Glenswych (population 4,500—mostly rakasta). *Ruler:* Sir Humphrey "The Exalted," son of Sir Jasper Cockerfield (Noble cleric). *Typical NPC:* rakasta War Priest. *Patron:* Belbion.

Duchy of Pachester. *Capital:* Wallingford (population 6,700—rakasta, humans, and elves). *Ruler:* Lord Perceval "The Iron Clawed," son of Sir Hume (Noble fighter). *Typical NPC:* rakasta Honorbound warrior. *Patron:* Belbion.

Earldom of Penwick. *Capital:* Norchester (population 7,800—rakasta, dwarves, halflings). *Ruler:* Lord Mortimer "The Defiant," son of Sir Edward Hillsborough (Noble). *Typical NPC:* rakasta, or dwarven coal miner. *Patron:* Kagyar.

Earldom of Theeds. *Capital:* Theeds (population 22,400—rakasta, elves, some humans, halflings). *Ruler:* Lord Rodney "The Intrepid," son of Sir Winston Gladsworthy (Honorbound fighter). *Typical NPC:* rakasta merchant or fisherman. *Patron:* Felidae.

Forest Marches of Wyndham. *Capital:* none (population is mostly rakasta, some elves). *Ruler:* none. *Typical NPC:* free-spirited forester, hunter, or elite longbow archer. *Patron:* Tawnia.

Queen Catherine plans to deforest Wyndham some day in favor of farming. Unfortunately, the fierce people of Wyndham—hunters and foresters at heart—oppose the plan and have revolted many times against the monarch's autocratic rule. Wyndham is often thought of as a dangerous bandit haven by the common Bellaynish folk.

Viscounty of Farfield. *Capital:* Wickerton (population 6,600—rakasta, elves, humans, halflings). *Ruler:* Lady Meghan "The Gaunt," daughter of Sir Melville Parringstoke (Honorbound fighter). *Typical NPC:* rich farmer. *Patron:* Pax Bellanica.

Immortals of Bellayne

The rakasta have adopted Immortals of other cultures, primarily those of the humans that founded Bellayne more than five centuries ago. The cat-people revere these Immortals in their own way now.

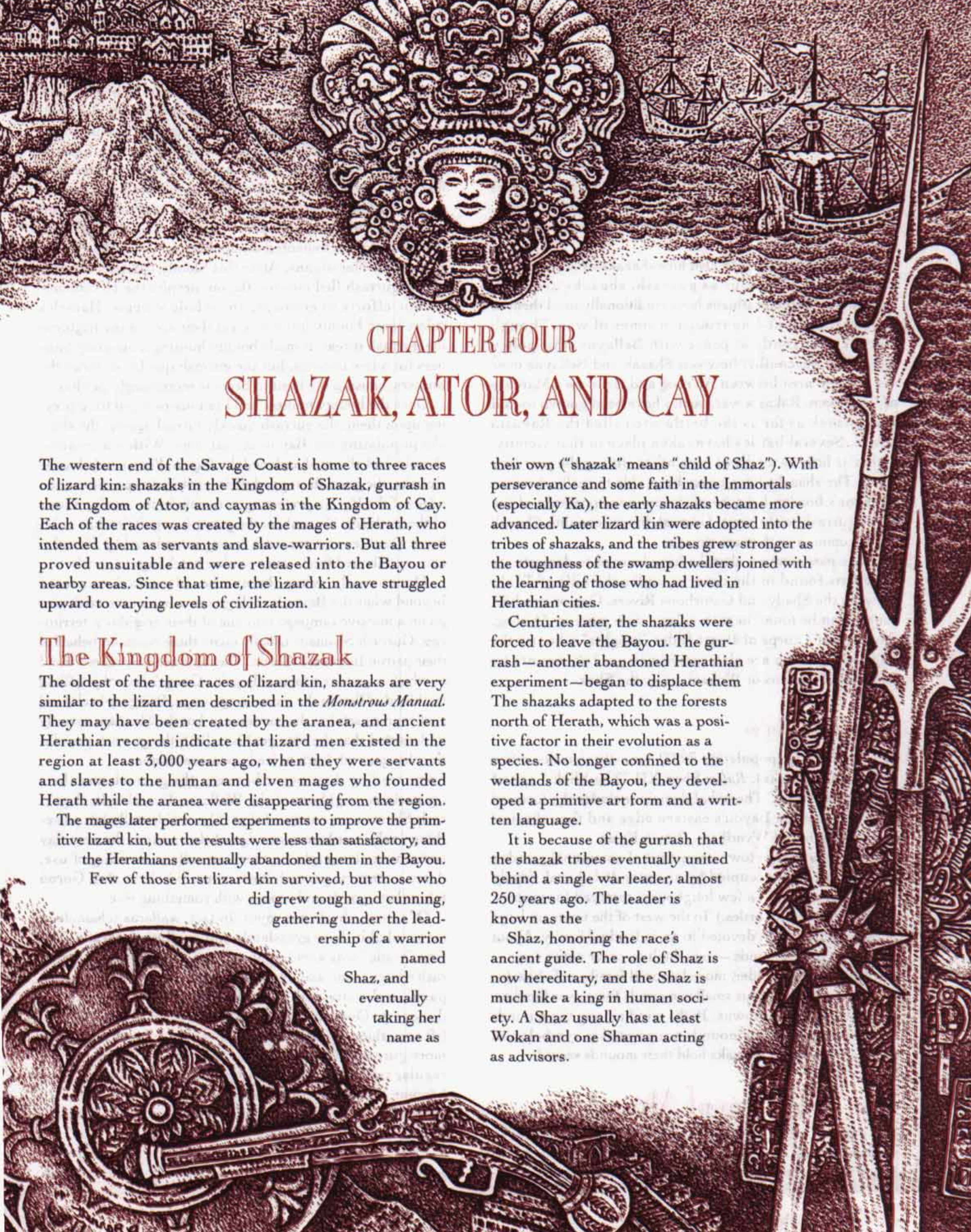
Belbion (Vanya): Patron of pride, honor, war, and conquests. She is a favorite of warriors and those who believe rakasta culture to be inherently better than any other.

Felidae (Calitha): Patron of oceans, travelers, adventurers, good fortune, and merchants. She is an Immortal common to both rakasta and elves.

Kagyar: This "foreign" dwarven Immortal was primarily followed by dwarves in Penwick and northern Farfield. His following then grew among rakasta coal miners working with the dwarves. Being the only male in the rakasta pantheon, he became a favorite among masculine rakasta males with an axe to grind against the high-brow, stuffy, Bellayne philosophic establishment.

Pax Bellanica (Tarastia): Patron of rakasta justice and peace. It is often in her name and in Belbion's that the rakasta people mount holy crusades against the goblins.

Tawnia (Ordana): Patron of the people of the forests in general, defender of hunters, archers, and druids.



CHAPTER FOUR

SHAZAK, ATOR, AND CAY

The western end of the Savage Coast is home to three races of lizard kin: shazaks in the Kingdom of Shazak, gurrash in the Kingdom of Ator, and caymas in the Kingdom of Cay. Each of the races was created by the mages of Herath, who intended them as servants and slave-warriors. But all three proved unsuitable and were released into the Bayou or nearby areas. Since that time, the lizard kin have struggled upward to varying levels of civilization.

The Kingdom of Shazak

The oldest of the three races of lizard kin, shazaks are very similar to the lizard men described in the *Monstrous Manual*. They may have been created by the aranea, and ancient Herathian records indicate that lizard men existed in the region at least 3,000 years ago, when they were servants and slaves to the human and elven mages who founded Herath while the aranea were disappearing from the region.

The mages later performed experiments to improve the primitive lizard kin, but the results were less than satisfactory, and the Herathians eventually abandoned them in the Bayou. Few of those first lizard kin survived, but those who did grew tough and cunning, gathering under the leadership of a warrior named Shaz, and eventually taking her name as their own ("shazak" means "child of Shaz"). With perseverance and some faith in the Immortals (especially Ka), the early shazaks became more advanced. Later lizard kin were adopted into the tribes of shazaks, and the tribes grew stronger as the toughness of the swamp dwellers joined with the learning of those who had lived in Herathian cities.

Centuries later, the shazaks were forced to leave the Bayou. The gurrash—another abandoned Herathian experiment—began to displace them The shazaks adapted to the forests north of Herath, which was a positive factor in their evolution as a species. No longer confined to the wetlands of the Bayou, they developed a primitive art form and a written language.

It is because of the gurrash that the shazak tribes eventually united behind a single war leader, almost 250 years ago. The leader is known as the Shaz, honoring the race's ancient guide. The role of Shaz is now hereditary, and the Shaz is much like a king in human society. A Shaz usually has at least Wokan and one Shaman acting as advisors.

Herath has long been a quiet ally of Shazak because the shazaks form a buffer state on Herath's northern border and help keep the goblinoids and rakasta away. A small caravan of traders often sails up the Venom River from the town of Sorodh to the village of Kfer, and then continues on foot with mules, up to Ah'roog. There, Herathian traders sell their goods at a monthly market, and purchase pelts, pottery, feathers, rare woods, bat guano (a great fertilizer), live monsters, and such.

Some nobles of Herath also hire shazaks as mercenaries. While not as ferocious as gurrash, shazaks are more dependable, and Herathians have traditionally used them as expendable front-line troops in times of war. Though Herath is currently at peace with Bellayne, this policy intensified the conflict between Shazak and Bellayne over the forested area between Ah'roog and Bellayne's Marches of Wyndham. Rakasta war parties have been known to raid into Shazak as far as the battle site called the Rakasta Grave. Several battles have taken place in that vicinity, within as little as a mile of each other, during the past fifty years. The shazaks have never been able to really threaten Bellayne's border, because of the ominous presence of the hated gurrash to the west. Gurrash incursions into Shazak are as common as they are savage.

In the past century, shazaks have learned to domesticate huge bats found in the caverns under the hills of T'lak, between the Shady and Gatorbone Rivers. One or two bats usually can be found in each village, with more in Ah'roog. Shazak has a corps of Beast Rider "knights" who use the huge bats, which are also sometimes used as mounts by important Shamans or Wokani, or by the Shaz.

Capital and Ruler

Capital: Ah'roog (population 7,500—mostly shazaks, a few tortles and caymas). *Ruler:* Shaz XII "The Slick," son of Shaz XI "No Tail." The tribal domain includes the forested area between the Bayou's eastern edge and the rakastas' Forest Marches of Wyndham. *Patron:* Ka'ar.

Ah'roog is a large town composed of communal wooden longhouses, each occupied by an extended shazak family unit. (There are also a few longhouses reserved for visitors, and one devoted to tortles.) To the west of the town are large burial mounds, each devoted to an individual family. About two dozen huge mounds—some built to cover entire trees—are devoted to the older, more honored families of shazaks, and there are numerous smaller mounds for newer families, or those from other towns. Paths wind among the mounds and the trees, and the mounds are painted in symbols and geometric patterns. Shazaks hold their mounds sacred.

The Kingdom of Ator

The gurrash were a dismal failure on the part of Herathian wizards, at least as far as the wizards were concerned. It was hoped that a cross between shazaks and alligators would produce a tougher warrior race to fill the ranks of Herath's armies. The gurrash turned out to be very tough, very tall, and quite bloodthirsty, but remained very crude and totally unruly. Early specimens had a tendency to turn against Herath's human troops. They were also absolutely incompatible with shazak troops, whom they viewed as tasty food.

A few attempts at developing a more controllable breed took place, until a large batch of the creatures escaped from the laboratories, fomented an uprising, and wreaked havoc among the Herathians. After this bloody episode, the surviving gurrash fled into the Bayou, despite the Herathians' frantic efforts to eradicate the whole species. Herath's rulers hired bounty hunters to rid their area of the frightening gurrash threat. It made bounty hunting a booming business for a few decades, but the gurrash quickly outbred the hunters, causing the hunt to become increasingly perilous.

Once the bounty hunters had been discouraged from preying upon them, the gurrash quickly turned against the shazaks populating the Bayou at that time. Within a century, shazaks had all but abandoned the Bayou. Fortunately for the shazaks, the gurrash stopped their territorial expansion at the edges of the Bayou, preferring to remain in the murky waters of the wetlands. Since then, the gurrash population has stabilized. Diseases and parasites (many introduced by Herathians), and limited food, cause weaker hatchlings to perish.

Occasionally, when the number of gurrash increases beyond what the Bayou's ecology can sustain, the creatures go on a massive rampage into one of their neighbors' territories. Gurrash Shamans usually incite these raids, on behalf of their patron Immortal, Goron. The raids are now sacred ritual in which a warrior supposedly gains Goron's favor by spilling the blood of foes in the most savage ways. Bringing back food is of course useful to the community, but the Shamans secretly understand that the true goal is to limit the gurrash population, lest gurrash learn to feed upon one another.

Some trading does occur between the gurrash and their mysterious neighbors of the Wallaroo Grasslands. A gurrash Shaman once noticed that if he accidentally left something at the southwestern edge of the swamp, the next day something else might be there, usually something of use. After a century, gurrash have come to believe that Goron takes these goods and repays with something else.

Of course, this is just myth. In fact, wallaras (chameleon men) inhabit these grasslands and conduct the trade. The first "trade" was accidental, when a wallara found a gurrash's huge stone axe. He was so surprised he left his backpack on the site and walked back to his camp with his discovery. Over the years, wallaras found out that if they left something of value after picking up a gurrash item, soon more gurrash objects would be found there. It has led to a regular trade with the unwitting gurrash, and spots have become known for the kinds of items expected there. In some areas, food is traded, while in others it could be weapons, shells, or ornamental stones.

The gurrash *never* raid or even dare venture into the grasslands, for they believe the region to be Goron's home, taboo to all upon pain of death. The wallaras recognize this taboo and use their camouflage ability to preserve the gurrash beliefs. This provides them with some wealth and a precious immunity against the gurrash's fearsome raids.

Gurrash monarchs establish themselves by savagery and cruelty. Their rule is based on fear, brutality, and the support of the Shamans. A gurrash who equals or bests the current ruler in savagery during a raid—as attested to by at least three Shamans—can challenge the current ruler. A challenger who defeats the current ruler establishes a new hereditary dynasty (until another challenger comes up). This is what recently happened when Ator defeated King Osh III. She killed the aging king, crowned herself Queen Ator I, thus supplanting the Oshite dynasty with her own Atorite dynasty, and renamed the nation after herself. She has ruled for 25 years. Should she die unchallenged or undefeated, one of her heirs would become King or Queen Ator II.

Capital and Ruler

Capital: Gurr'ash (population 3,200—gurrash, a few shazaks, and a handful of cayma slaves and "snacks"). *Ruler:* Queen Ator I "Old Gray Fangs," slayer of King Osh III. The tribal domain includes all of the Bayou. *Patron:* Goron.

The Kingdom of Cay

The last creation of the Herathians was nearly a success. Abandoning attempts to create gigantic and deadly servants, Herathian wizards produced the small caymas. They were bred to become slaves and builders, smart enough to understand construction plans, agile and quick enough to do the job well and without delay, yet small enough to make them weaker than their guards.

The plan almost worked, but the caymas were not as bright as expected, and they were terribly pretentious as well. Their pride got in the way when a construction flaw needed correction, or when the caymas simply disagreed with the architects. Endless bickering ensued between caymas and their Herathian masters. In the end, caymas deliberately allowed flaws to remain in the Herathian monuments, without alerting the architects. Exasperated by a rash of catastrophes, Herathians gave up on all lizard kin experiments, and dumped the caymas north of the Bayou.

The tastes of modern caymas are unusual. Never bred to become architects, the caymas still attempt to build things to prove themselves. They lack understanding of sound architecture and engineering, leading them to erect such dubious structures as the Great Citadel of Cay (see below). While these constructions get in the way of raiding gurrash, they would not last long against the experienced military of Bellayne or Herath. But that is unimportant to the caymas, who are still very proud of their accomplishments.

The people of Cay copied the social structure of other kingdoms and established their own monarchy. Queen Ssa'a presently rules, and has been behind the cayma expansion into the open lands north of Cay. The caymas have learned a very primitive way of raising herds of wild aurochs. For herding, they have domesticated small lizards that they harness to tiny war chariots. Caymas trade some of their auroch meat with the shazaks. They also trade a little cinnabryl from a mine near Hwezzah. Cayma forging and metalworking is quite primitive, but the creatures are learning.

Capital and Ruler

Capital: Tu'eth (population 8,900—all caymas). *Ruler:* Queen Ssa'a IV "Silver Tail," daughter of Queen Roha'a II. The tribal domain includes forested land north of the Bayou. *Patrons:* Kutul, Cay.

Tu'eth is built around a mesa about 50 feet high and perhaps 500 yards in diameter. The mesa is surrounded by the Great Citadel of Cay, an amazingly rickety assemblage of planks, tree trunks, bamboo, stones, ropes, leather, nets, and random portions of adobe walls with arrow slits, all of which contrive to form a 20-foot-tall palisade that circles the mesa's walls at a distance ranging from 10 to 100 yards, up and down the hills and crags, using large trees and boulders as anchor points. A 15-foot-wide moat full of muck surrounds the entire thing. Several towers of respectable height (but debatable stability) overlook the palisade at rather unpredictable intervals. Rope bridges, catwalks, and flimsy looking drawbridges hang just about everywhere, running from one level to another like some sort of mad, three-dimensional maze. Any enemy who climbs the palisade is likely to become hopelessly lost. At the center of the citadel, within the mesa itself, are the Queen's burrows.

Surrounding the citadel in a haphazard manner are several small mounds with wooden doors and round windows; these are the homes of typical citizens.

Immortals of the Lizard Kin

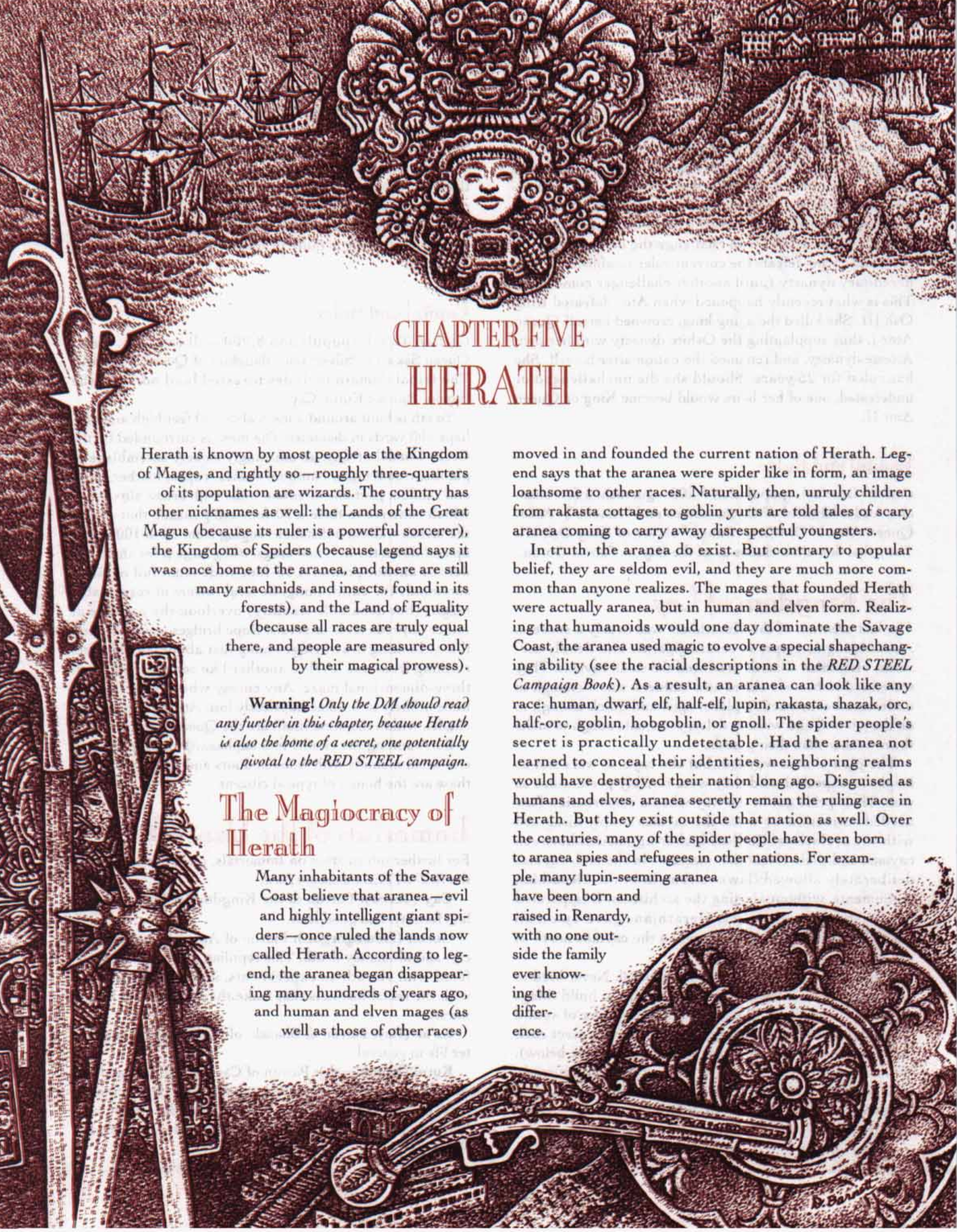
For further information on Immortals, refer to chapter 7 of the *RED STEEL Campaign Book*.

Cay (Terra): Patron of the Kingdom of Cay, of earth, life, fertility, and good luck.

Goron (Demogorgon): Patron of Ator, of victory, bravery, and ultimately death. This reptilian queen of evil interfered with Herathian experiments, instilling the gurrash with the racial instincts that make them brutal and bloodthirsty.

Ka'ar (Ka): Patron of Shazak, of trade, wealth, and better life in general.

Kutul (Kurtulmak): Patron of Cay, of war, fire, and territorial gains. Kutul contrived to have the caymas create a caste of warriors headed by Shamans and devoted to him. Kutul balances Cay's lawfulness with his own brand of chaos.



CHAPTER FIVE
HERATH

Herath is known by most people as the Kingdom of Mages, and rightly so—roughly three-quarters of its population are wizards. The country has other nicknames as well: the Lands of the Great Magus (because its ruler is a powerful sorcerer), the Kingdom of Spiders (because legend says it was once home to the aranea, and there are still many arachnids, and insects, found in its forests), and the Land of Equality (because all races are truly equal there, and people are measured only by their magical prowess).

Warning! *Only the DM should read any further in this chapter, because Herath is also the home of a secret, one potentially pivotal to the RED STEEL campaign.*

The Magiocracy of Herath

Many inhabitants of the Savage Coast believe that aranea—evil and highly intelligent giant spiders—once ruled the lands now called Herath. According to legend, the aranea began disappearing many hundreds of years ago, and human and elven mages (as well as those of other races) moved in and founded the current nation of Herath. Legend says that the aranea were spider like in form, an image loathsome to other races. Naturally, then, unruly children from rakasta cottages to goblin yurts are told tales of scary aranea coming to carry away disrespectful youngsters.

In truth, the aranea do exist. But contrary to popular belief, they are seldom evil, and they are much more common than anyone realizes. The mages that founded Herath were actually aranea, but in human and elven form. Realizing that humanoids would one day dominate the Savage Coast, the aranea used magic to evolve a special shapechanging ability (see the racial descriptions in the *RED STEEL Campaign Book*). As a result, an aranea can look like any race: human, dwarf, elf, half-elf, lupin, rakasta, shazak, orc, half-orc, goblin, hobgoblin, or gnoll. The spider people's secret is practically undetectable. Had the aranea not learned to conceal their identities, neighboring realms would have destroyed their nation long ago. Disguised as humans and elves, aranea secretly remain the ruling race in Herath. But they exist outside that nation as well. Over the centuries, many of the spider people have been born to aranea spies and refugees in other nations. For example, many lupin-seeming aranea have been born and raised in Renardy, with no one outside the family ever knowing the difference.

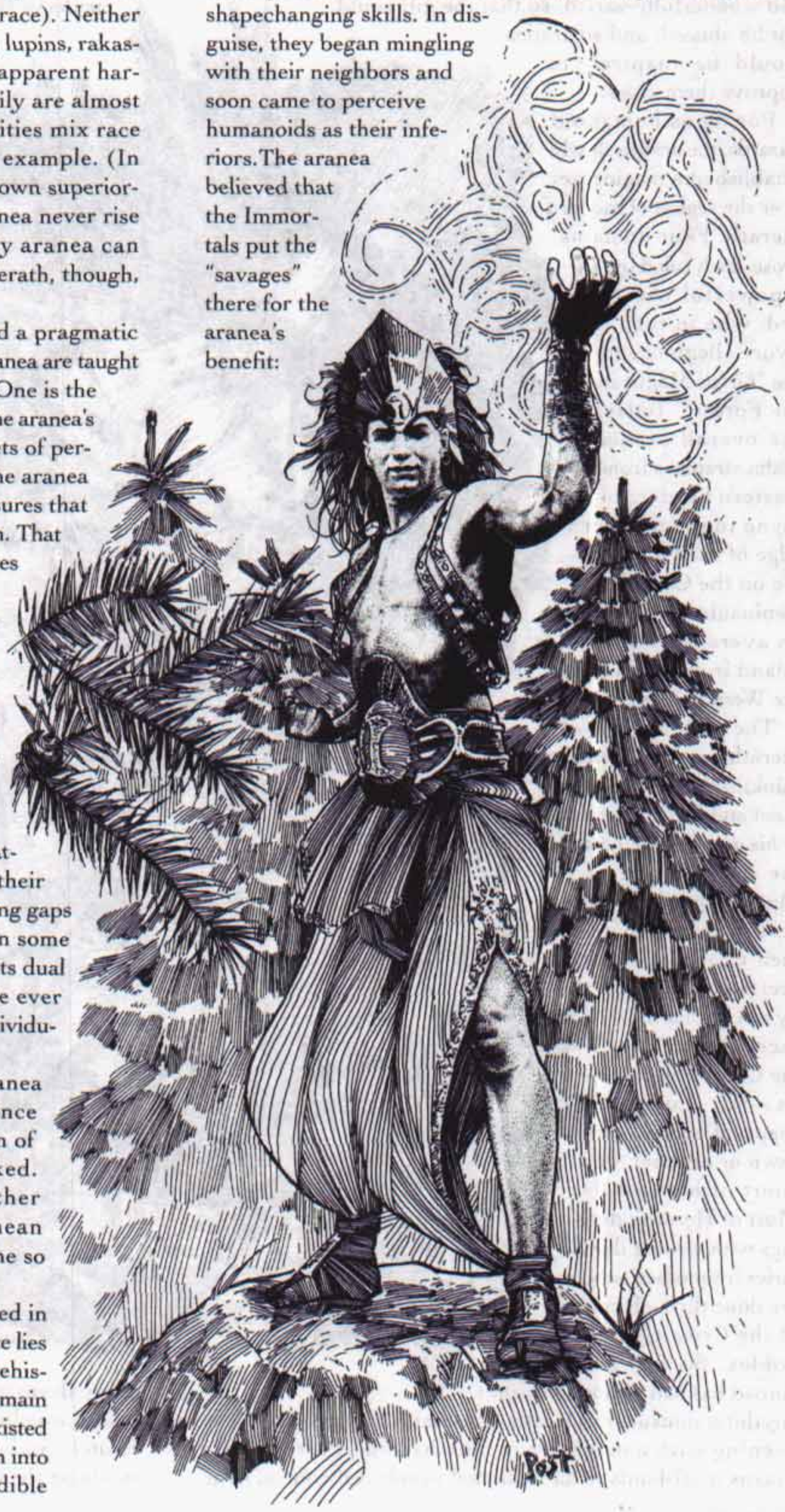
The nation of Herath accepts few visitors from outside its borders, but people who have traveled there report a very egalitarian society. Gender is not a status issue in Herath (male and female are equal in aranean society, so aranea believe that male and female are equal in any race). Neither does race seem to be a status issue. In Herath, lupins, rakastas, shazaks, humans, and others all live in apparent harmony. Though members of a particular family are almost always of the same apparent race, communities mix race freely—there is no rakasta subculture, for example. (In truth, aranea are typically convinced of their own superiority over members of other races, and nonaranea never rise to positions of true power in Herath. Only aranea can become nobles—or take the Noble kit—in Herath, though, of course, they *appear* to be humans or elves.)

Over the centuries, aranea have developed a pragmatic approach to their precarious situation. Young aranea are taught from birth that they are *two* different people. One is the true aranea, the other is a humanoid alter ego. The aranea's two personalities are distinct, with separate sets of personal history and experience, both of which the aranea learns to accept as legitimate. This outlook ensures that each aranea plays its alter-ego's role to perfection. That the race can perpetrate such a hoax demonstrates the power of the aranean intellect.

But occasionally, the practice does go wrong. Some few aranea split their identities so completely that neither of their personalities is even aware of the other. Such psychotic aranea automatically take on their humanoid shape and personality when in the presence of humanoids, forgetting their aranean nature. Then, when in the presence of aranea in arachnid shape, they revert spontaneously to their natural form, with no knowledge or memory of their humanoid alter ego. Needless to say, the resulting gaps in memory for each identity are traumatic. In some cases, the unfortunate aranea not only forgets its dual nature, it actually loses the ability to change ever again. Naturally, the aranea hide psychotic individuals away, in order to keep their secret safe.

No one knows for sure exactly where aranea came from. Some who know of their existence speculate that the spider people are a creation of the Immortals, an experiment left unchecked. Others surmise that they came from another world. In any case, there are several aranean realms on Mystara, all concealed, though none so well as that in Herath.

Savage Coast aranea were once concentrated in Belphemon, their former capital. Beneath that site lies a huge network of caverns that saw aranea prehistory. There, primitive paintings and carvings remain as a silent testimony of how long the creatures existed below the earth. But the race soon ventured forth into the woodland above. Armed with their incredible abilities, the aranea advanced unchecked within the confines of their dark forest, a thick wilderness only rarely visited by other races, even primitive hunters. By the time they reached the edge of their forest, the aranea had already developed their shapechanging skills. In disguise, they began mingling with their neighbors and soon came to perceive humanoids as their inferiors. The aranea believed that the Immortals put the "savages" there for the aranea's benefit:



as succulent edibles at first, as convenient armies next, and finally as a precious source of labor, revenue, and sometimes even magical innovation. However, in the Immortals' infinite wisdom, the "savages" were made dangerous and wonderfully varied, so that the gift could not be abused, and so aranea would be inspired to improve themselves.

Posing as humanoid wizards, the aranea slowly established a magiocracy over the region of modern Herath. Four domains arose, each ruled by a powerful wizard, who in turn swore allegiance to the "Great Magus in the Forest." Today, the overall aranean realm stretches from the western borders of Bellayne to the northern edge of the Dark Jungle on the Orc's Head Peninsula, and reaches an average of 140 miles inland from its shore on the Western Sea.

The non-aranea of Herath are accustomed to thinking of their ruler as a quiet and reclusive wizard in his tower at the heart of the dark Forest of the Magus. They have had no reason to complain of their treatment or suspect that ruling nobility is a "monstrous" race. On occasion, the Great Magus visits—in humanoid shape, of course—one town or another, or a court of his vassals. Most of Herath's dealings with visiting dignitaries from other nations are done through envoys of the Crown, or vassal nobles. So far, no monarch abroad has had reason to suspect anything unusual in Herath—at least nothing that isn't in keeping with a magiocracy. Further, the Forest of the Magus is off-limits to all uninvited people. Of course, none of the local folk would enter the forest anyway, since it is rumored to be haunted and infested with monsters (a perfect place for wizards).

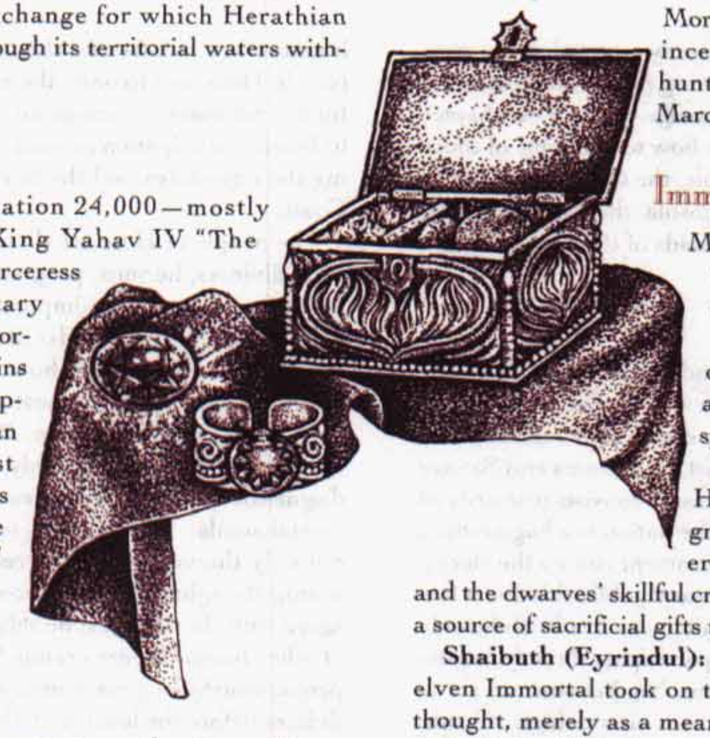
Until recently, the Great Magus lived in the great citadel of Belphemon, where aranea enjoyed going about in their spider shapes. There, the most brilliant aranean minds helped the Great Magus determine his nation's fate and rule his subjects. The citadel reached 100 feet into the air and ten times deeper below ground, connecting with ancient caverns where many more aranea dwelt. Six great fortresses delineated the Great Magus' domain, each home to aranean patrols (in humanoid shape) that guarded the edge of the woods. The fortresses connected with each other and with the citadel through tunnels and caverns. Each fortress was a magical building that marked the edge of the Magus' wizardly power. An invisible web of magic emanated from the citadel and covered the forest. Linked to the Great Magus' mind, the web allowed the ruler to sense everything inside the forest, including the predominant feelings and physical sensations of visitors.

All this changed about a year ago, however, when the Immortals warred, and magic stopped working the world over for several days. The lull period was especially devastating in Herath. Protective magic within the realm was lost, and Herathian wizards suddenly found themselves bereft of spells. Seizing the opportunity, goblinoids on the border quickly mobilized, invading and sacking the capital. The Great Magus barely escaped death (traveling to a nearby castle—Asgamoth—which has since grown into a new capital city). At the same time, the sensing web dissipated, as did an aranean spell confining the Red Curse to the area of the Savage Baronies. The Great Magus and his advisors are currently working to reestablish the sensing web; in the meantime, Herathian border patrols have been dramatically increased. As for the spell confining the Red Curse, restoring things as they were seems beyond the abilities of the aranea, likely requiring the cooperation of most or all of the Immortals as well.

Herath maintains peace with its neighbors, because war would simply be too costly. The Great Magus is far more interested in political intrigue and magical influence than in open warfare. He maintains a delicate balance among his nation's neighbors. The presence of Terra Leãoça, a small Vilaverdan colony, is useful to Herath, since the colony is a pain in Bellayne's flank. The Magus quietly supports the colony, in exchange for which Herathian merchant ships can sail through its territorial waters without interference.

Capital and Ruler

Capital: Asgamoth (population 24,000—mostly aranea). *Ruler:* Wizard-King Yahav IV "The Watcher," son of Queen-Sorceress Amsharai II. The hereditary royal domain includes the Forest of the Magus, and the ruins of Belphemon, the former capital (once home to more than 100,000 people, now a vast ruin inhabited by perhaps 3,000 refugees and a like number of monsters). *Typical NPC:* Noble wizard. *Patron:* Yehm.



Dominions of Herath

Each dominion's ruler is an aranea in another form. All are loyal to the Grand Magus; while dictators on a local level, the dominion rulers listen closely to the Grand Magus.

Viscounty of Berevrom. *Capital:* Amion (population 4,300—aranea, humans, elves, rakasta). *Ruler:* Lady Beryam "The Deft," daughter of Lord Balmoroth of Berevrom (Noble transmuter, "rakasta"). *Typical NPC:* soldier, thief, aranea spy. *Patron:* Enebaan.

County of Enom. *Capital:* Nezhev (population 5,700—aranea, humans, dwarves, some tortles). *Ruler:* Count Disbaal "Eight-Eyes," son of Lord Enzuth of Enom (Noble diviner, "human"). *Typical NPC:* miner, gem cutter. *Patron:* Negyavim.

Duchy of Ensheya. *Capital:* Sorodh (population 10,900—aranea, humans, elves, halflings). *Ruler:* Duke Yaluughu "The Dark Weaver," son of Lord Ezer of Ensheya (Militant mage, "elf"). *Typical NPC:* farmer, woodcutter. *Patron:* Yehm.

Viscountcy of Hethzya. *Capital:* Shahav (population 18,500—aranea, humans, halflings, some rakastas and lupins). *Ruler:* Lord Mazioth "The Hook," son of Lord Gerphemon of Hethzya (Swashbuckler mage/thief, "half-elf"). *Typical NPC:* merchant, soldier. *Patron:* Shaya.

The Wildwoods. *Administrative center:* Tower of Yedom. Regional population is mostly aranea, with some humans and elves. *Ruler:* Lord Yezarath of Pazphezu, appointed overseer (Webmaster druid, "elf"). *Typical NPC:* forest hunter or lonely wizard. *Patron:* Shaibuth.

The Wildwoods are mostly wilderness, barely touched by civilization. The Great Magus is still debating whether to let it be reduced by woodcutters and farmers, to expand the nation, or save it for future generations. The nobility is widely divided on the fate of this unclaimed territory.

More pressing is the need to curb the incessant encroachment of rakasta hunters from Bellayne's Wyndham Marches.

Immortal Patrons of Herath

More information on the Immortals can be found in Chapter 7 of the *RED STEEL Campaign Book.*

Enebaan (Masauwu): Patron of diplomacy, intrigue, influence, and masquerade, and of rulers, spies, and thieves.

Negyavim (Iliric): Patron of Herathian wizardry, but also of greed and insensitivity. His followers use the local mining of gems and the dwarves' skillful crafting of these precious stones as a source of sacrificial gifts to this greedy Immortal.

Shaibuth (Eyrindul): Patron of forest dwellers. This elven Immortal took on the cause of aranea as an afterthought, merely as a means to compete against Korotiku (Yehm), his old rival.

Shaya (Valerias): Patron of beauty and love, especially unrequited love. Valerias was attracted by the true love felt between a human paladin and an aranea who appeared human; rather than expose her secret, the aranea bit her lover, poisoning him, and then ended her own life. The tragic tale touched Valerias, and she has since found a wide following among Herathians.

Yehm (Korotiku the Spider): Aranea are an old favorite of Yehm, one of those Immortals who no longer remembers ever being mortal. It is tempting to say he once was a mortal aranea, which would attest to this race's ancient existence in the universe, but no proof exists of this. Nevertheless, Yehm is the grand patron of aranea, even more so than of the lupins.

CHAPTER SIX
OTHER PLACES

Besides the nations already covered, there are a number of other interesting places (and cultures) on and near the Savage Coast. This chapter offers information on how to use some of those areas. Included are Hule, the Orc's Head Peninsula, the Serpent Peninsula, the Yazak Steppes, and the other goblinoids of the Savage Coast.

Hule

The land of Hule, also known as Great Hule and the Sanctified Land, is a large nation to the north of the Savage Coast's city-states and Savage Baronies. It consists primarily of farmland. The nation is a hagiarchy, a government run by the clergy. Though many goblinoids and a few demihumans live in Hule, only humans participate directly in government. Nonhumans can act as advisors to high officials.

The leader of Hule is a mysterious individual known only as the Master, the absolute dictator of the land. He leads the clergy in the worship of Hule's patron Immortal, Bozdogan, also known as Loki. Patron of deceit and mischief, Loki has manipulated the people of Hule to create a bureaucracy of liars and thieves. Political intrigue is rampant in Hule, and to unite the nation, the Master sometimes finds it necessary to create an outside conflict. This has led to Hule's participation in wars with all its neighbors, including the city-states and the Savage Baronies of the Savage Coast.

The people of Hule are divided into many classes—holy men, diviners, hermits, prophets, clergy, and commoners—listed in order of most important to least important. *Holy Men* are the rulers, individuals who—if not actually clergy—have been somehow touched by the Immortals. The Holy Men make up most of the bureaucracy and all of the nation's administration. *Diviners* are similar to police. They travel the country freely, often in disguise. When not disguised, they wear red robes and black masks, and carry a crystal amulet. The Diviners search for criminals, including not only thieves and murderers, but also those who have wrong thoughts." Wrong thoughts are any ideas that disagree with the official state religion, so clerics and followers of other Immortals are criminals in Hule. Diviners also seek people worthy of government service, bringing likely candidates before the leaders of Hule for testing. *Hermits* are people who claim to have had a vision from Bozdogan, instructing them to live alone in the wilderness. Peasants sometimes seek out hermits for guidance. *Prophets* travel the countryside, and while not government officials, are recognized for their great wisdom and judgment. They act as judges, and though they have no real power, their decisions are almost always accepted. *Clerics* operate the local temples and shrines. It is their duty to guide and instruct the people. They try to bring out the "holiness" in each person, so they might prepare some for testing by the Diviners. *Commoners* are just that, farmers, soldiers, merchants, or crafters. Most follow the state religion and lead relatively peaceful lives—until called to war.

Religious services are held every night in Hule, and once a week, clerics lead processions through towns or villages, searching for anything unusual that might be declared a miracle. Commoners usually attend services twice a week. Hule is currently at peace with the nations of the Savage Coast, recovering from the last set of wars. Huleans still plot and spy, however, and minor events related to Hule occur all the time, especially in the city-states and Savage Baronies.

The Orc's Head Peninsula

The Orc's Head Peninsula is a vast area that is home to a number of interesting countries and peoples. A brief overview of the most important ones follows. The manscorpions, enduks, and wallaras are all part of the background of the Red Curse, and special attention should be paid to them.

The Wallaras

The wallaras are a technologically primitive, yet spiritually rich, people, who inhabit the grasslands on the Orc's Head Peninsula's northern shore. Once a proud and wise race, the wallaras were reduced to their current primitive state through the action of the aranea (see Chapter 3 of the *RED STEEL Campaign Book*).

Wallaras look like tall, slender humans, but their skins are covered in stripes of many different colors. They have innate magical powers, such as the ability to activate a *dimension door* and the ability to emulate a *ring of chameleon power.* Sometimes called chameleon men, wallaras are distantly related to dragons.

The wallaras are a peaceful people who seek—and often find—spiritual enrichment. They are nomads now, but once ruled a vast civilization that included the now-ruined city of Risilvar, located in the Forbidden Highlands. Wallaras seldom leave their homeland, and consequently know little of the outside world. During the wars of the last few years, the wallaras were mostly untouched; the gurrash on their eastern border never venture into wallaran lands, the phanatons to the south are peaceful, and other races are too far away to be a threat.

The Phanatons

A phanaton looks something like a cross between a monkey and a flying squirrel, with the markings of a raccoon. The phanatons of the Orc's Head Peninsula are peaceful primitives dwelling in tree-houses far above the forest floor in their homeland of Jibarú. The phanatons are closely tuned to nature, and are protectors of the plants and animals of their homelands. Phanaton society is similar in many ways to shazak society, though it has a much higher proportion of druids. Latecomers to civilization, phanatons are just beginning to institute a central government and systems of laws. They seem to be headed toward a collective tribal government with an advisory council of druids and shamans.

During the recent wars, the phanatons were attacked by manscorpions. Though a few villages were lost, most of their inhabitants escaped and were eventually able to drive back the manscorpions, who were unaccustomed to fighting in any kind of foliage.

The Enduks and the Ee'aar

The enduks are winged minotaurs; the ee'aar are winged elves. At one time, many centuries ago, the enduks had a budding civilization on the western edge of the Orc's Head Peninsula. Their nation of Nimmur was a deeply religious society which had just opened communications with the other great local civilizations of the time—wallaras, ee'aar, and Nithians. Unfortunately, the Nithians' arrival on the Savage Coast caused the mass migration of manscorpions, who eventually arrived in Nimmur.

The enduks welcomed the manscorpions, but those creatures eventually betrayed them and drove them out of their homeland. The ee'aar helped the enduks escape to the west, to the long peninsula called the Arm of the Immortals. (For details on the results of the conflict, see the entry on manscorpions, below, and Chapter 3 of the *RED STEEL Campaign Book*). There, the enduks rebuilt their civilization—beside their friends the ee'aar. They continued with their peaceful religious ways, but also established a strong military. The ee'aar already had a dichotomy of military types and mystic thinkers.

The enduks dreamed of recapturing Nimmur, and eventually, just within the last decade, an opportunity came. A combined force of enduks and ee'aar invaded the lands of Nimmur, but they met with limited success. While unable to destroy the manscorpions, whose numbers had grown tremendously, they were able to establish a foothold in the city of Um-Shedu and its surrounding territory.

The Manscorpions

The manscorpions are the rather brutal race which drove the enduks out of Nimmur and took the land for themselves. When the enduks were driven away, the manscorpions were cursed by the Immortal Ixion, who caused them to burn in the light of the sun. They spent the next few centuries occupying the cities of Nimmur, and constructing underground passages between them. Presently, the manscorpions are quiescent, but the opportunity for war may come again any time. They are upset at the presence of the enduks and the ee'aar in Um-Shedu, but have thus far been unable to come up with a strategy for retaking the city.

The Yazak Steppes

The Yazak Steppes is a term often used to describe the entire collection of steppelands that runs from Hule in the east to the region north of the Orc's Head Peninsula. These are actually several different, disconnected sets of steppes. Once home to rakasta and lupins, the steppes have been taken over by goblinoid tribes.

There are five "great tribes" of goblinoids in the steppes, dangerous to the coastal lands only when they unite into massive hordes that sweep down to raid for food and treasures. The five tribes are the Hupkur, which consists of hobgoblins and ogres; the Huptai, composed of hobgoblins and goblins; the Dankut, mostly orcs with a few trolls; the Kuttai, which includes orcs and goblins; and the Gosluk, made up entirely of goblins. Many of the members of these tribes are Beast Riders. Like lupins, the hobgoblins of the steppes ride dire wolves; goblins ride worgs, and orcs and half-orcs ride specially-bred boars (which sometimes make tasty treats for the worg mounts of hobgoblins or goblins).

The Hupkur tribe, which occupies the lands north of Renardy, Bellayne, and Herath, is the strongest and best organized of the five tribes. There is also a potential threat from a recent alliance between the Kuttai and the Dankut, which are the tribes closest to the Savage Baronies.

There are also several small tribes that are not allied with any of the larger groups. Of these, the only one at all important is the Tai-luk tribe, a group of goblins occupying a small territory north of the Bayou. The Tai-luk goblins are important only because there are no other tribes in that rather inhospitable area, and because of their proximity to Cay, which could lead to a conflict if the goblins raid the aurochs being raised by the caymas.

Other Goblinoids

There are also a few scattered tribes of goblinoids on the coast itself, notably near the Savage Baronies, and north of Robrenn. The coastal goblinoids are known collectively as the Yazi.

The easternmost Yazi are the gnolls of El Grande Carrascal. These are generally mounted nomadic warriors, who ride the plains and raid any outlying settlements. Surprisingly, the gnolls are relatively civilized, compared to the other Yazi; they will negotiate, they engage in honest trade as well as raids, and they do not always attack on sight.

West of the gnolls are the southern goblins, such as the Black Bellies tribe. These warlike goblins cause many problems for the Savage Baronies. Some are mounted warriors (on wolves), but most are at their best when on foot. Fortunately, these goblins are not as numerous as the gnolls to the east. And because recent battles have been clear victories for the Savage Baronies (notably Cimarron), the goblins are less inclined to attack outlying settlements.

Goblinoids north of Robrenn are referred to as the Carnax, Cassivellonis, and Pyctis. The Pyctis are goblins, while the others are orcs. These goblinoids are very similar in mannerisms and philosophies to the Yazak goblinoids, except these Yazi are never mounted warriors. The Pyctis trade with the Yazak tribes, and through the Pyctis, the orcs trade with the Yazaks as well. While these goblinoids are a constant threat to Robrenn they are currently making only disorganized raids, because all their strongest leaders were slain in the recent wars.

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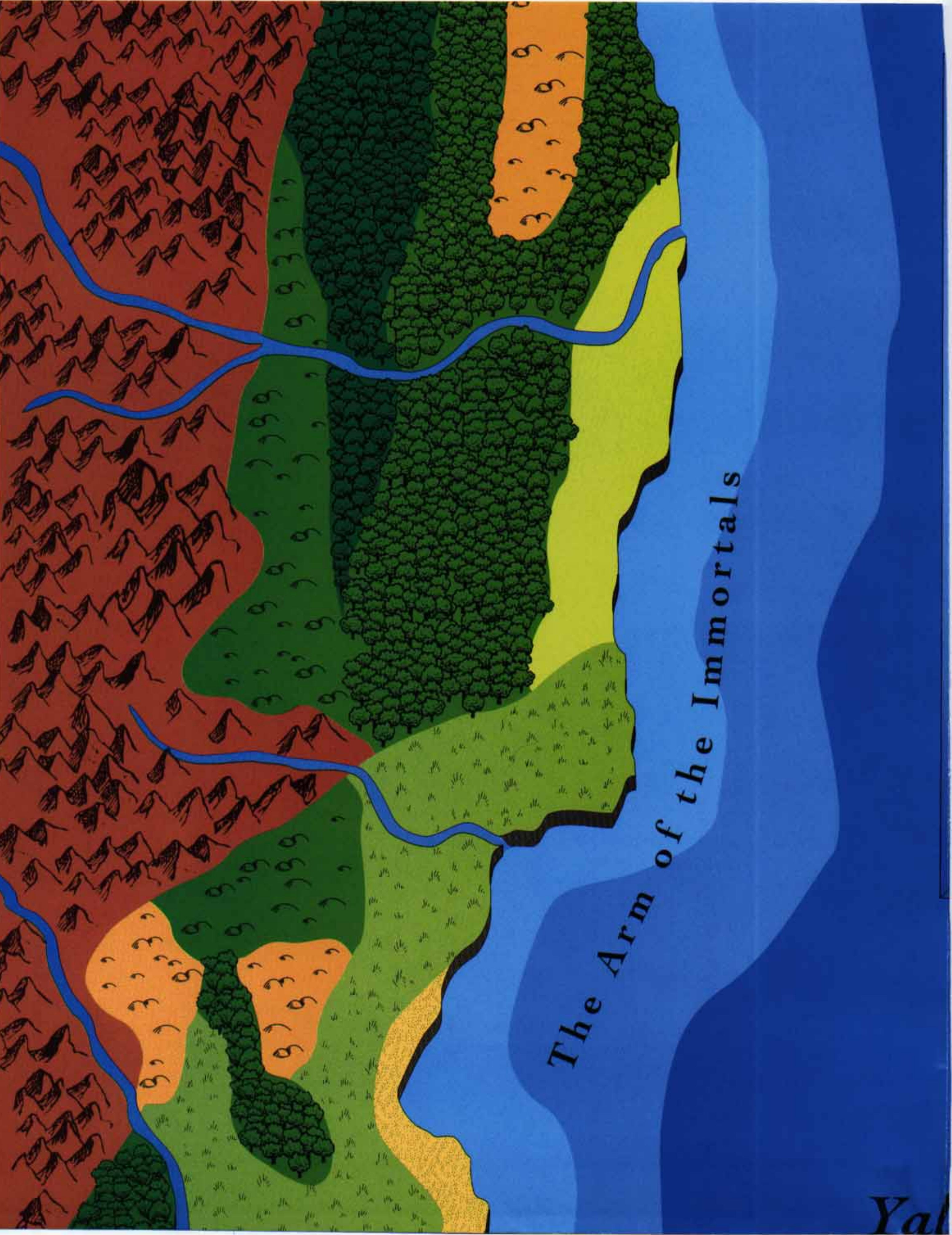
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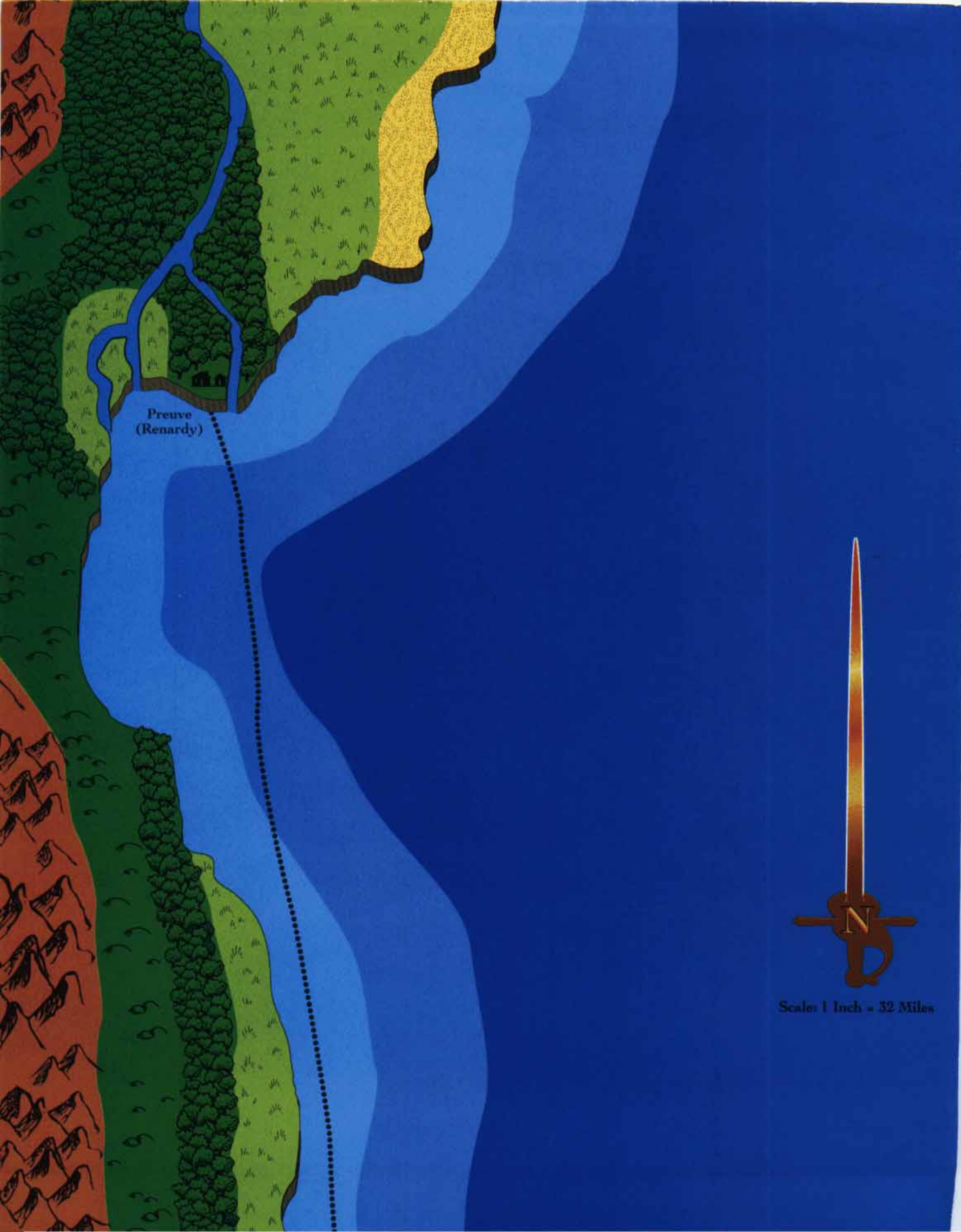
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🟩	Heavy Forest	■	Palace	▨	
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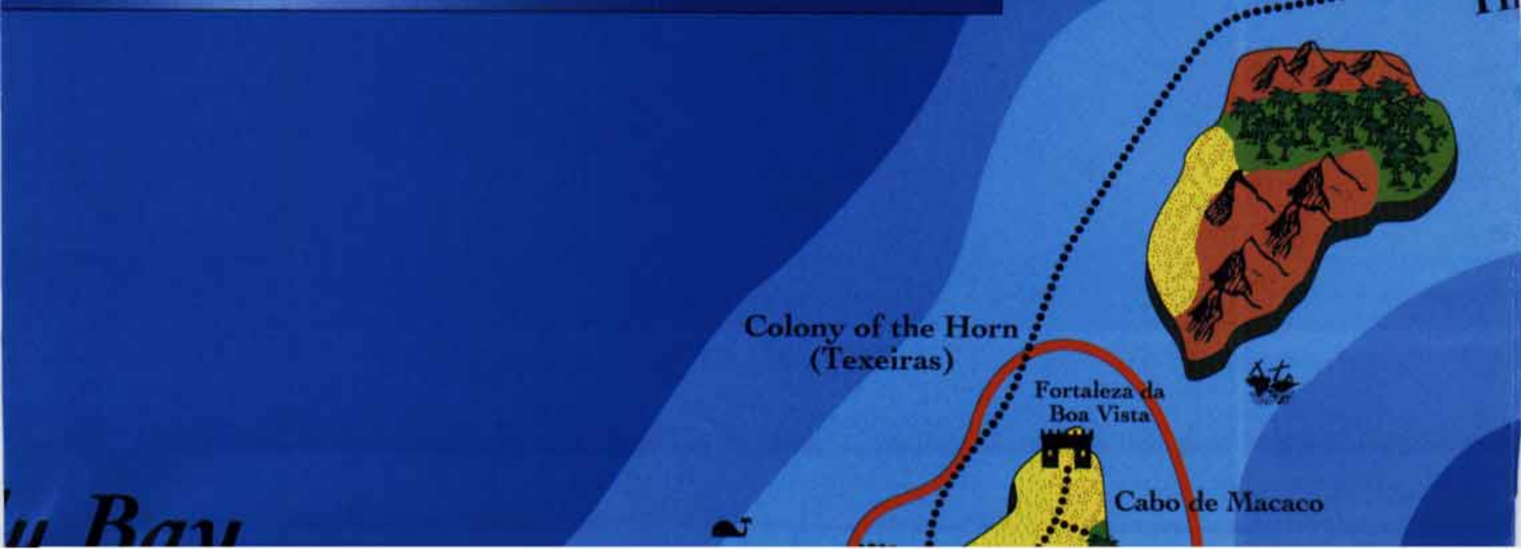
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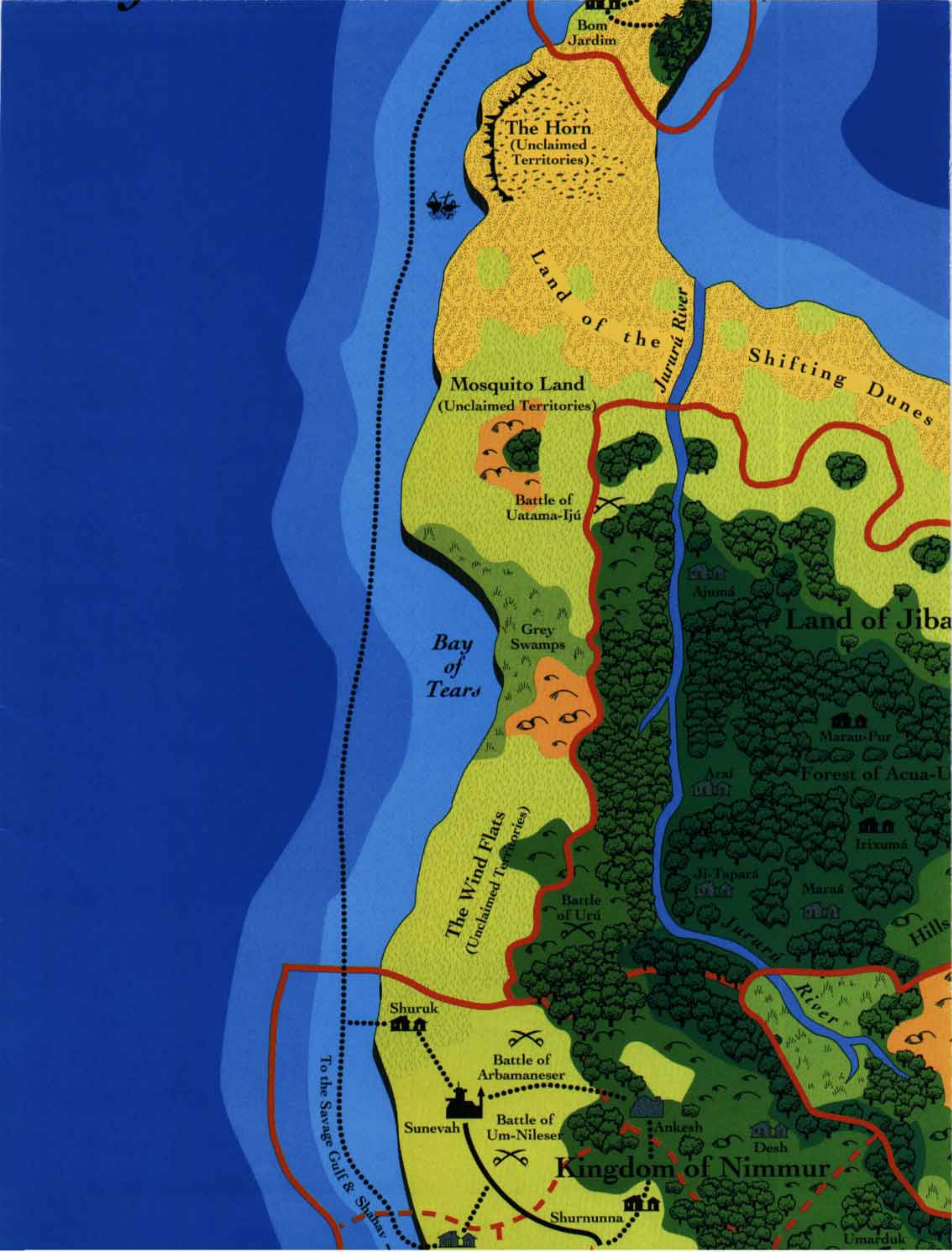
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Mosquito Land
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Ajumá
Land of Jiba
Bay of Tears
Grey Swamps
Marau-Pur
Forest of Acua-
Arai
Irixumá
The Wind Flats
(Unclaimed Territories)
Ji-Tapará
Maraá
Battle of Urú
Hills
Jururú River
Shuruk
Battle of Arbamaneser
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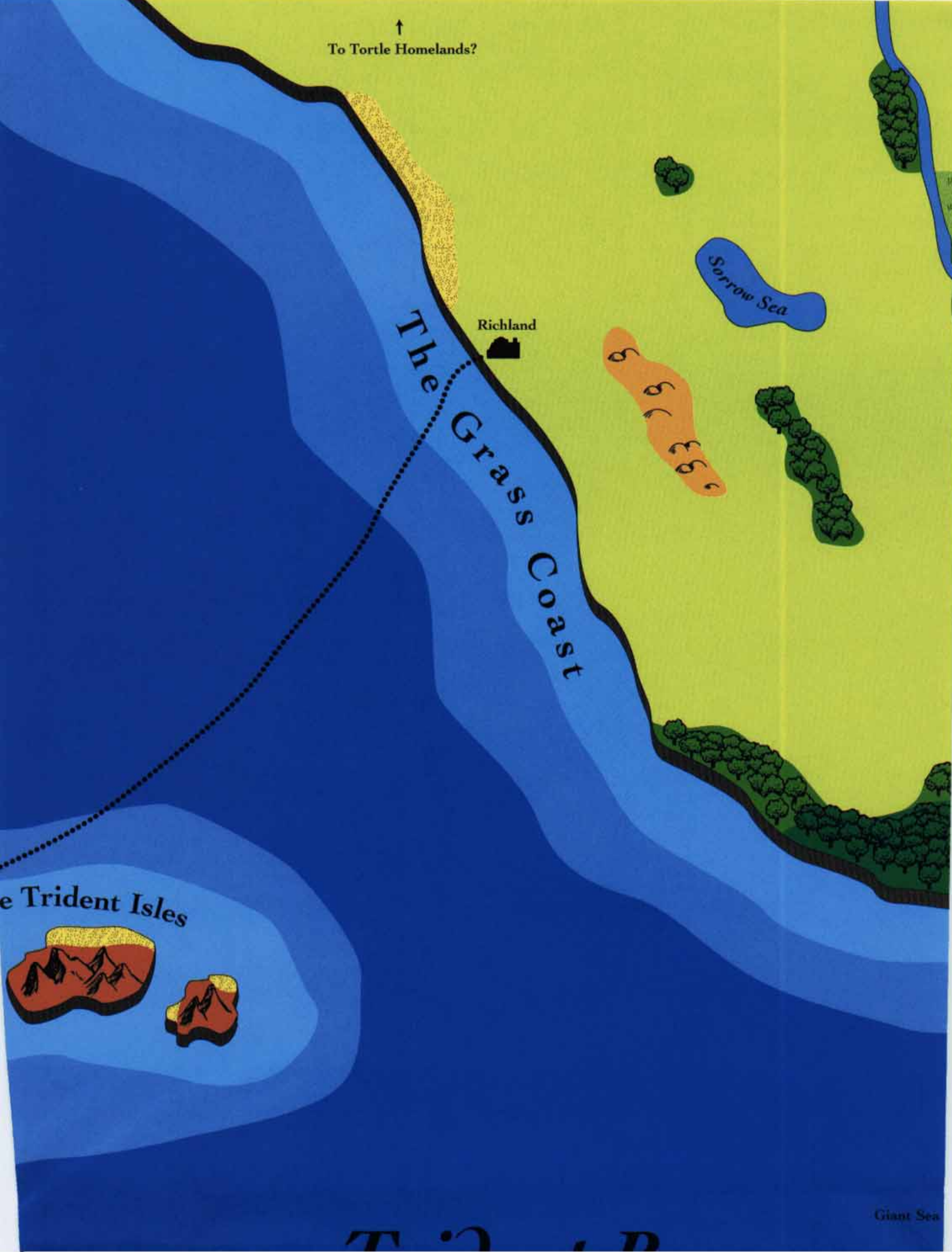
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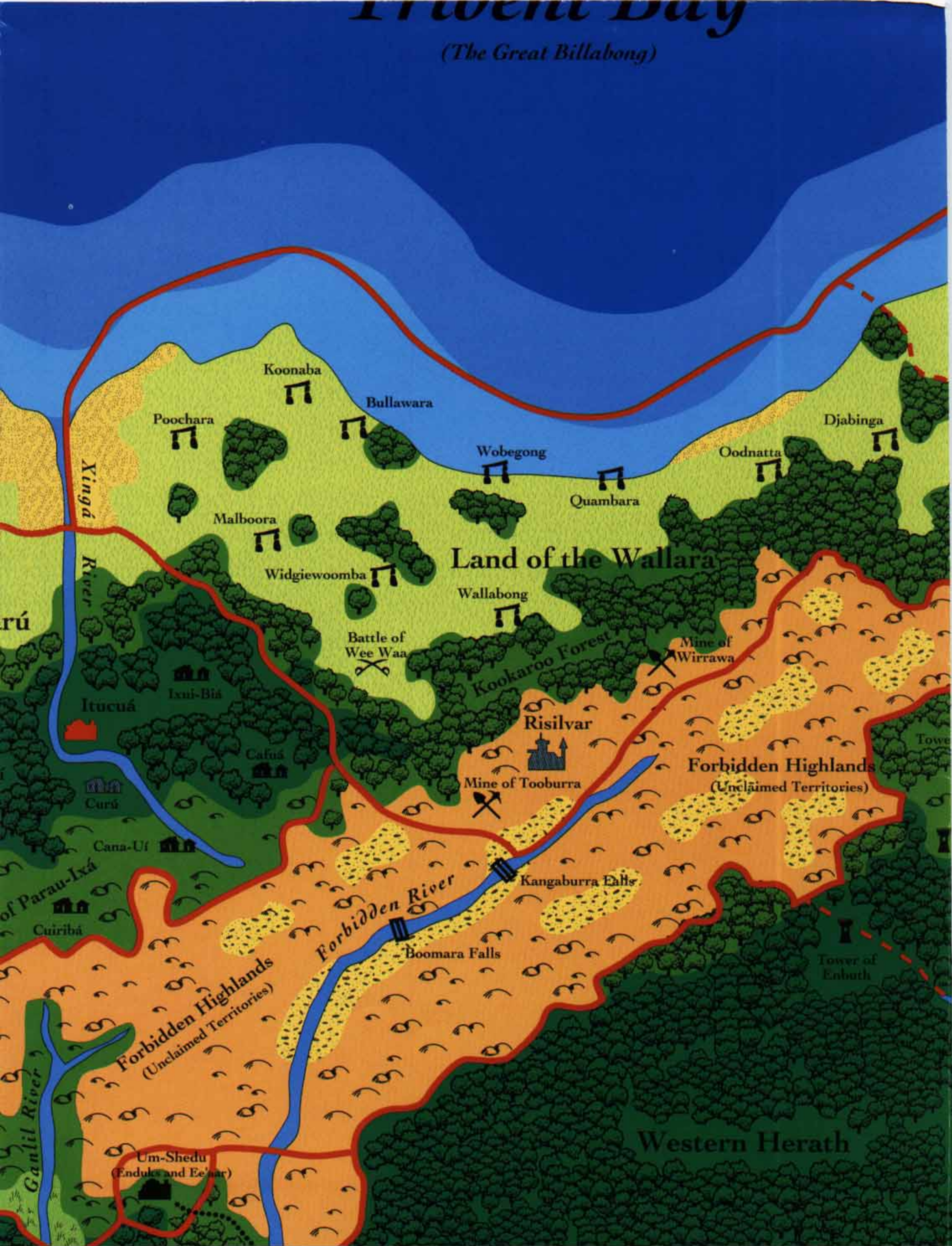
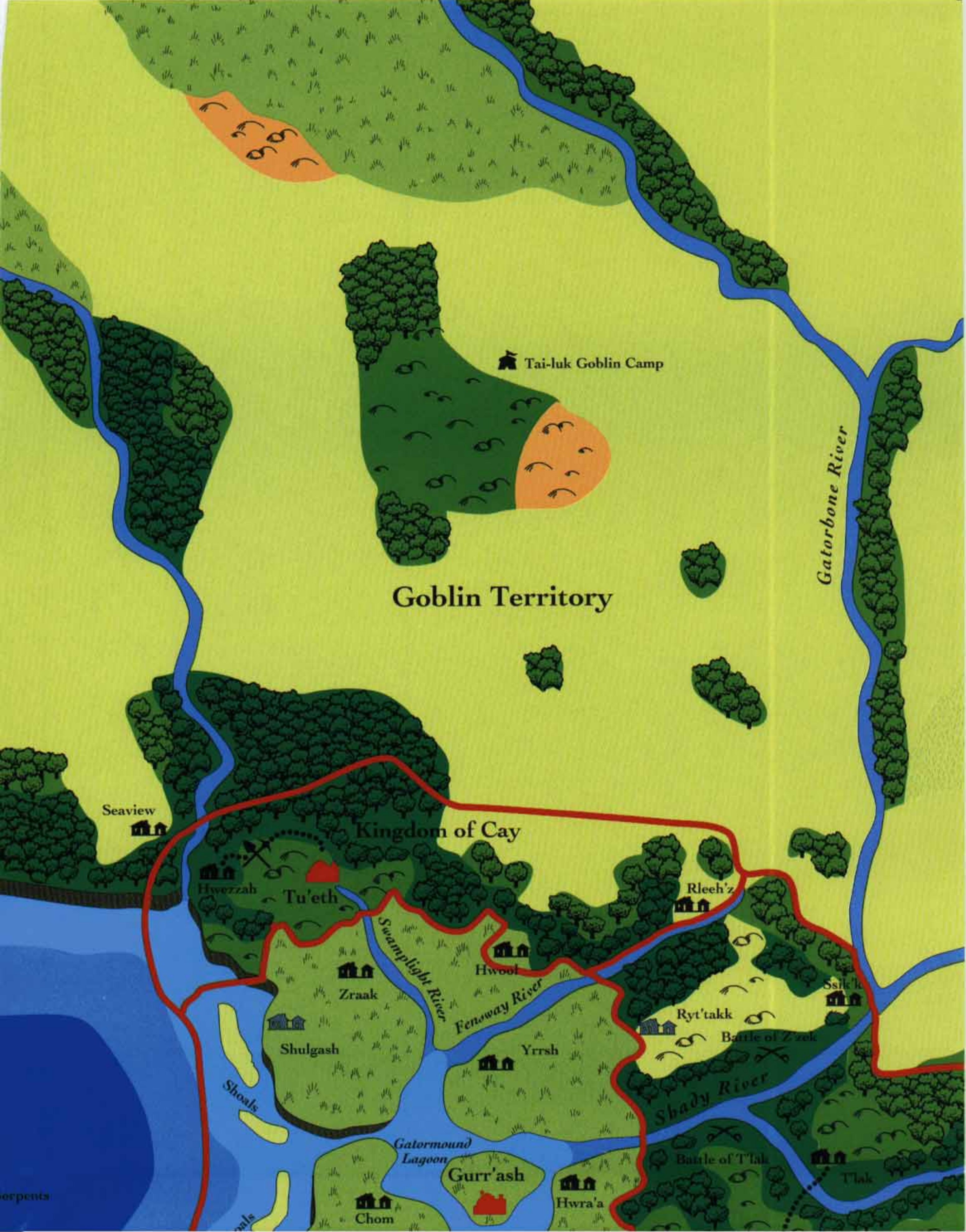
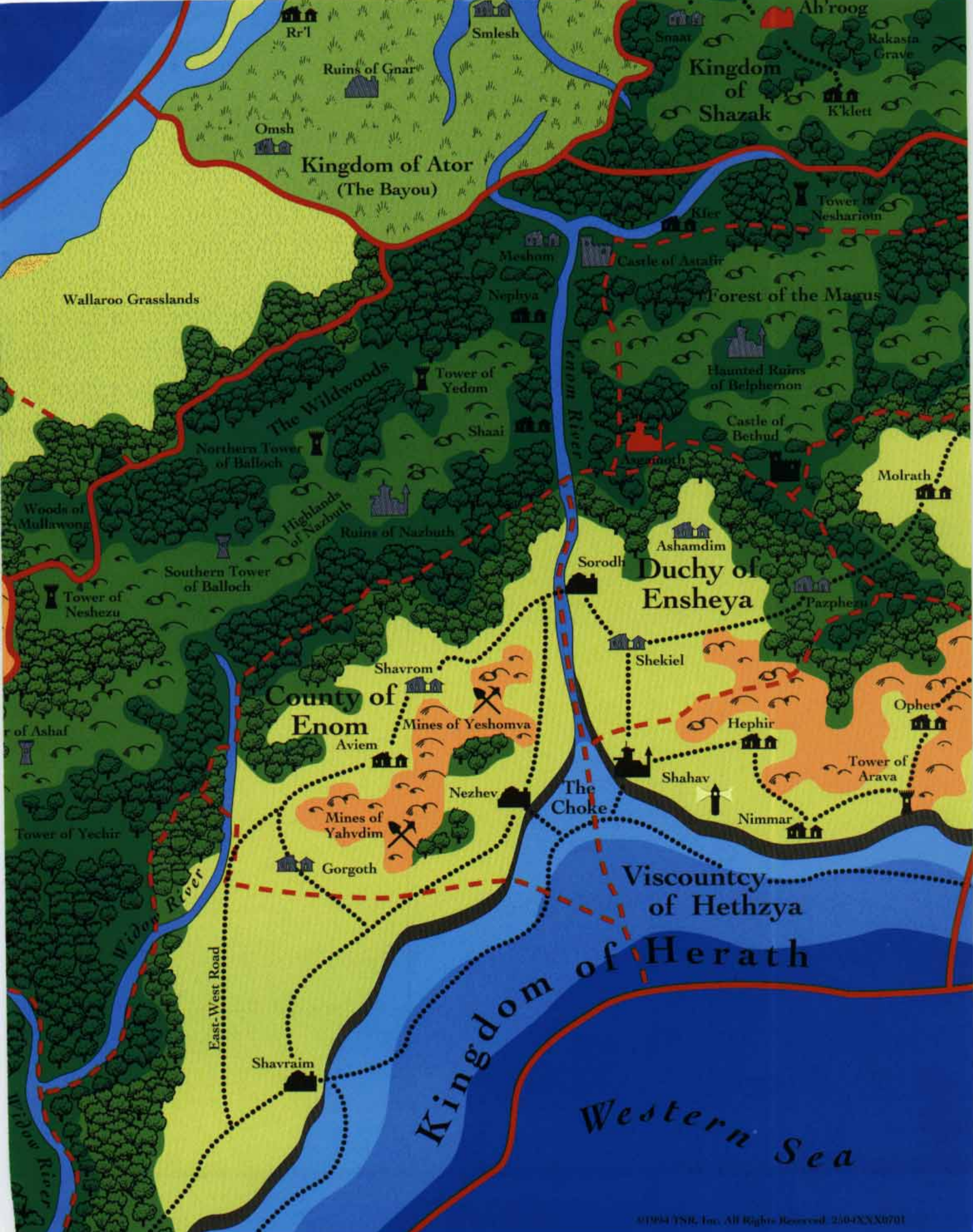
e Trident Isles
Giant Sea


(The Great Billabong)
Koonaba
Bullawara
Poochara
Djabinga
Wobegong
Oodnatta
Quambara
Xingá River
Malboora
Land of the Wallara
Widgiewoomba
Wallabong
rú
Battle of Wee Waa
Kookaroo Forest
Mine of Wirrawa
Ixui-Biá
Itucuá
Risilvar
Towe
Cafuá
Forbidden Highlands
(Unclaimed Territories)
Mine of Tooburra
Curú
Cana-Uí
of Parau-Ixá
Kangaburra Falls
Forbidden River
Cuiribá
Boomara Falls
Tower of Enbuth
Forbidden Highlands
(Unclaimed Territories)
Ganlil River
Western Herath
Um-Shedu
(Enduks and Ee'aar)


Tai-luk Goblin Camp
Gatorbone River
Goblin Territory
Seaview
Kingdom of Cay
Hwezzah
Tu'eth
Rleeh'z
Swamplight River
Hwool
Zraak
Fenoway River
Ssik'k
Shulgash
Ryt'takk
Battle of Z'zek
Yrrsh
Shoals
Shady River
Gatormound Lagoon
Battle of T'lak
Gurr'ash
T'lak
orpents
Hwra'a
Chom
als


Rr'l
Smlesh
Ruins of Gnar
Omsh
Kingdom of Ator
(The Bayou)
Snaat
Ah'roog
Rakasta Grave
Kingdom of Shazak
K'klett
Kier
Tower of Neshariom
Meshom
Castle of Astafir
Forest of the Magus
Nephya
Haunted Ruins of Belphemon
Wallaroo Grasslands
The Wildwoods
Tower of Yedom
Shaai
Venom River
Castle of Bethud
Asgamoth
Molrath
Northern Tower of Balloch
Woods of Mullawong
Highlands of Nazbuth
Ruins of Nazbuth
Ashamdim
Southern Tower of Balloch
Sorodh
Duchy of Ensheya
Pazphezu
Tower of Neshezu
Shekiel
Shavrom
County of Enom
Mines of Yeshomva
Aviem
of Ashaf
Hephir
Opher
Tower of Arava
Shahav
Nezhev
The Choke
Nimmar
Mines of Yahvdim
Tower of Yechir
Gorgoth
Widow River
Viscountcy of Hethzya
East-West Road
Kingdom of Herath
Shavraim
Western Sea
Widow River

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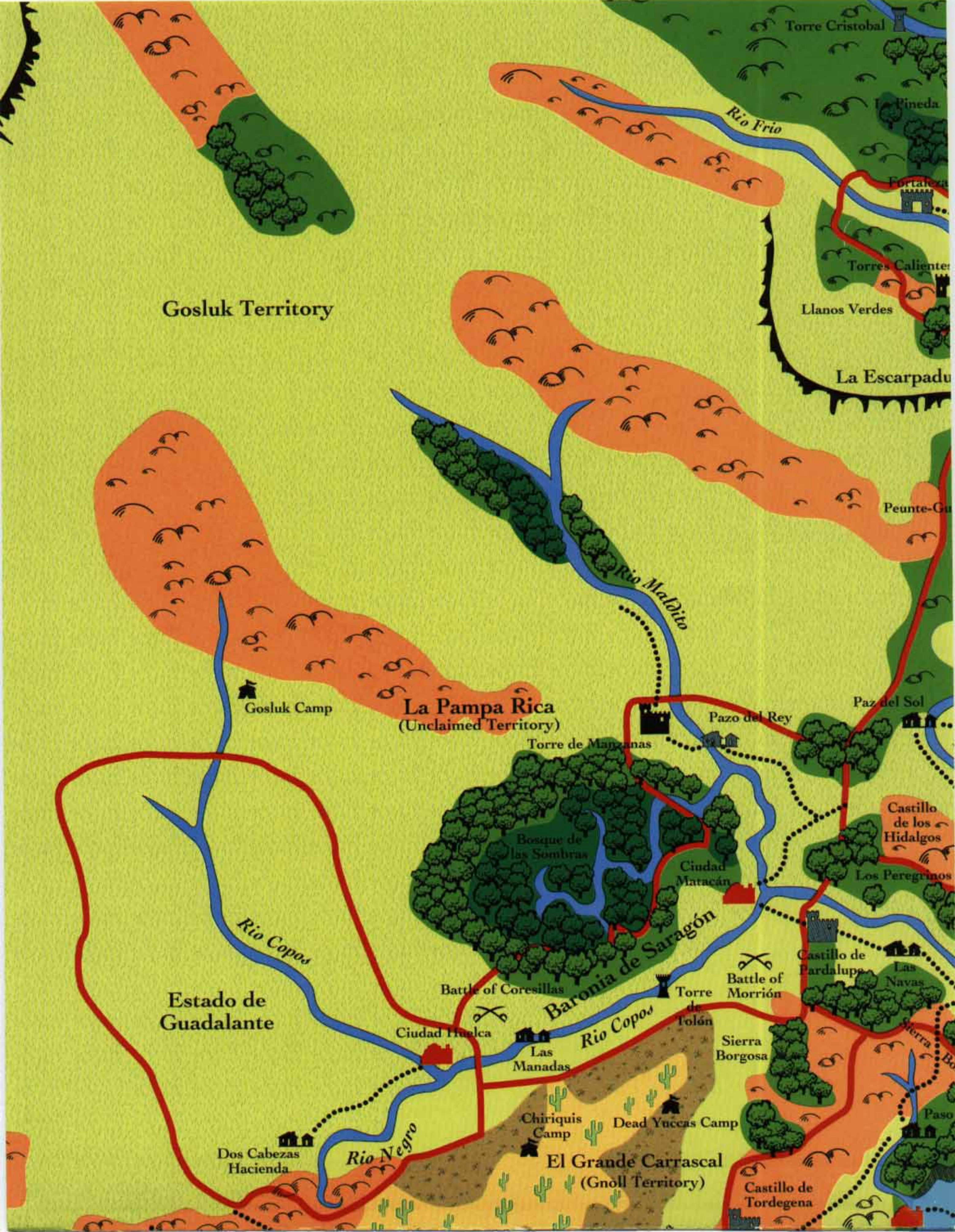
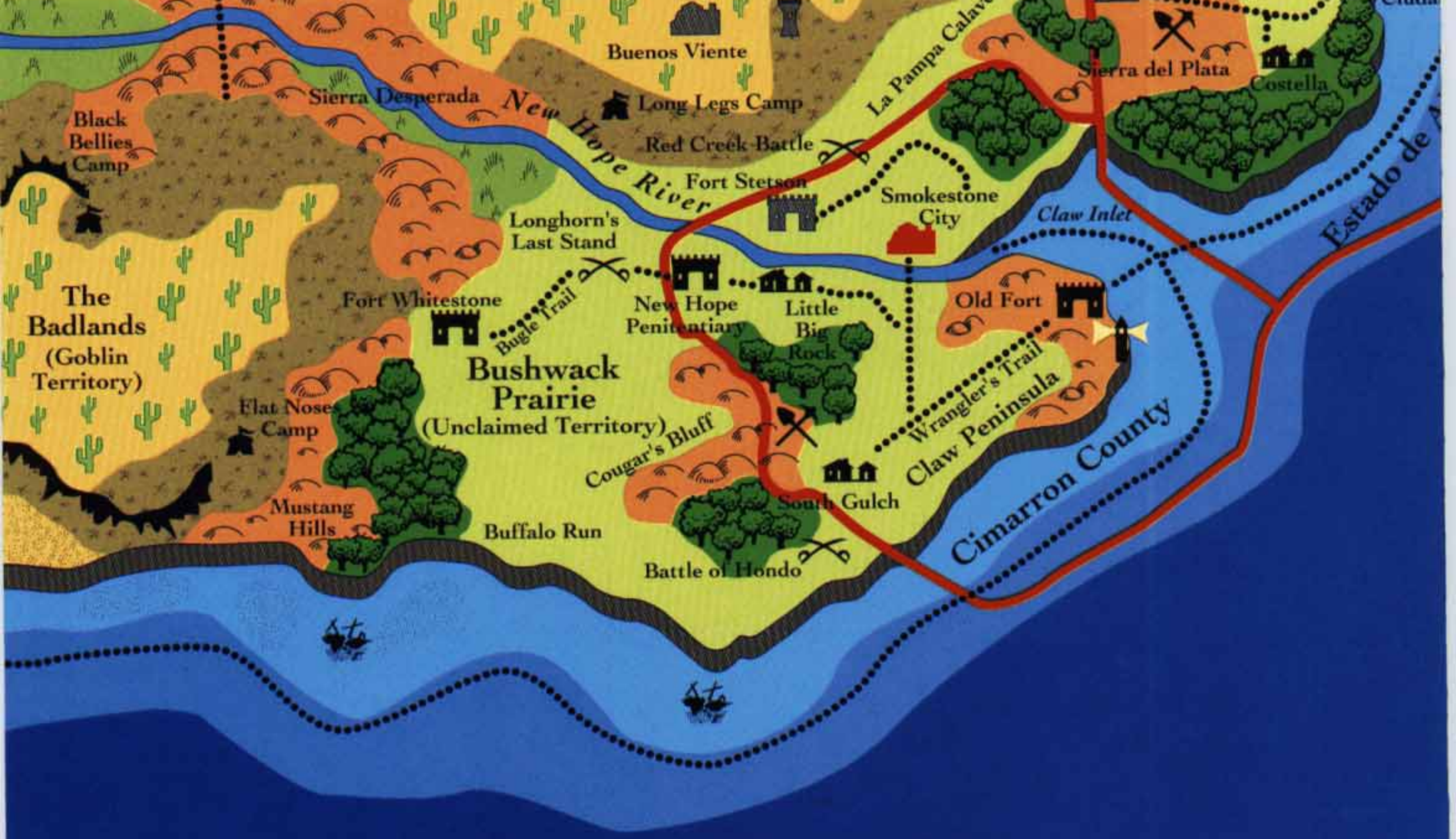
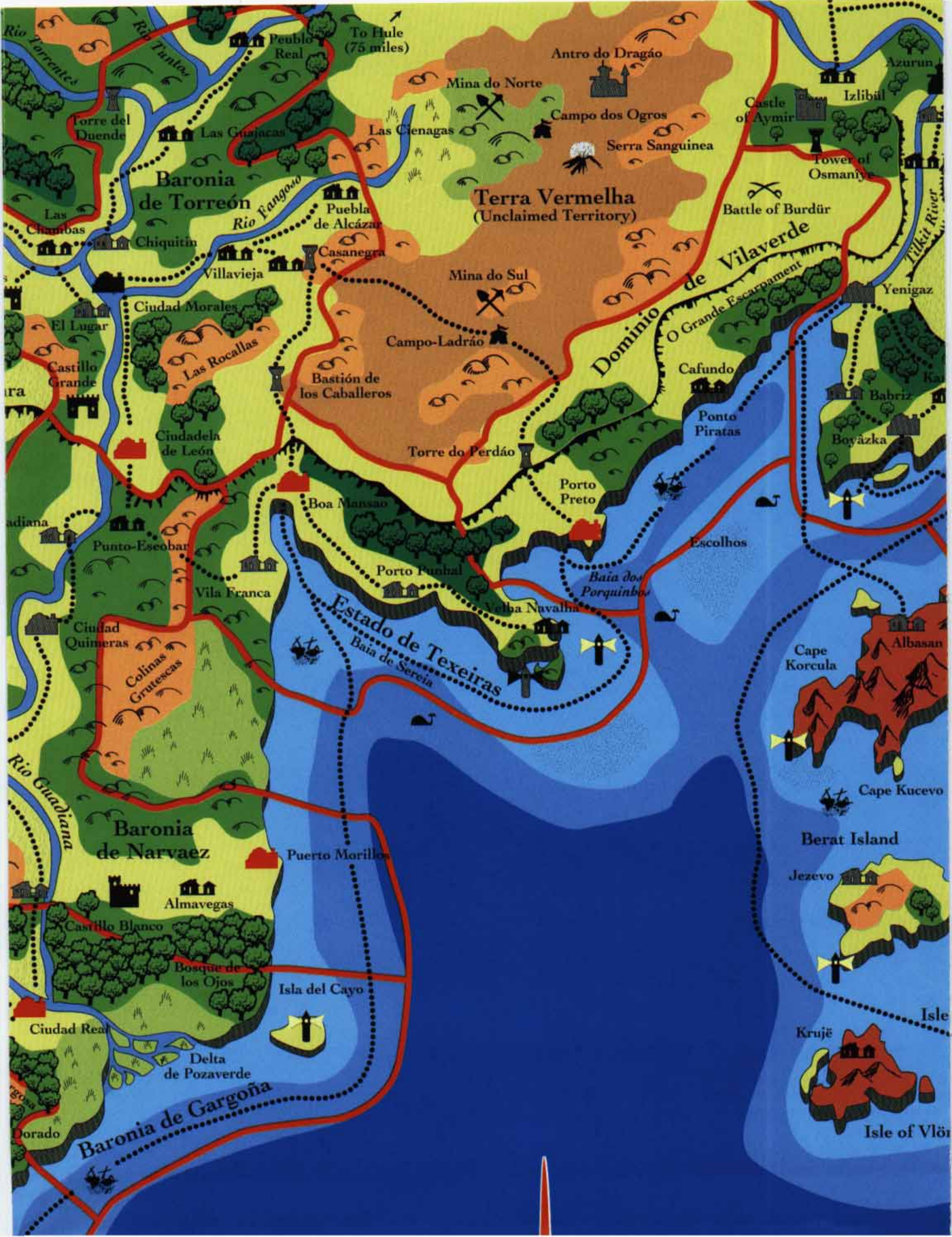
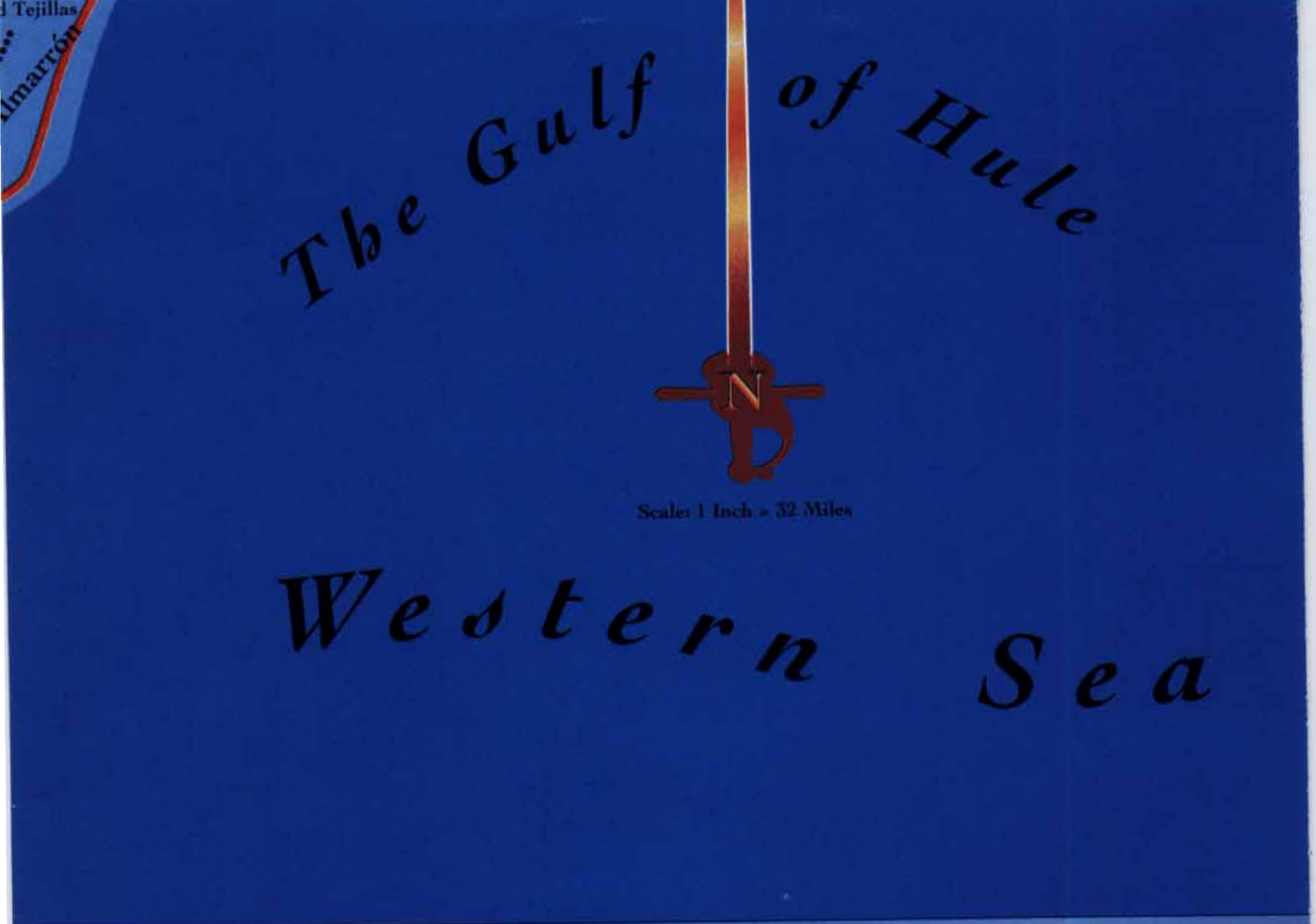

Torre Cristobal
Rio Frio
Pineda
Fortalez
Torres Calientes
Llanos Verdes
La Escarpadu
Peunte-Gu
Gosluk Territory
Rio Maldito
Gosluk Camp
La Pampa Rica
(Unclaimed Territory)
Pazo del Rey
Paz del Sol
Torre de Manzanas
Castillo de los Hidalgos
Bosque de las Sombras
Ciudad Matacán
Los Peregrinos
Rio Copos
Baronia de Saragón
Castillo de Pardalupe
Las Navas
Battle of Morrión
Battle of Coresillas
Torre de Tolón
Estado de Guadalante
Ciudad Huelca
Las Manadas
Rio Copos
Sierra Borgosa
Sierra Bo
Paso
Chiriquis Camp
Dead Yuccas Camp
Dos Cabezas Hacienda
Rio Negro
El Grande Carrascal
(Gnoll Territory)
Castillo de Tordegena


Buenos Viente
Sierra Desperada
New Hope River
Long Legs Camp
La Pampa Calav
Sierra del Plata
Costella
Black Bellies Camp
Red Creek Battle
Fort Stetson
Smokestone City
Claw Inlet
Estado de A
Longhorn's Last Stand
The Badlands (Goblin Territory)
Fort Whitestone
Bugle Trail
New Hope Penitentiary
Little Big Rock
Old Fort
Bushwack Prairie (Unclaimed Territory)
Wrangler's Trail
Claw Peninsula
Flat Nose Camp
Cougar's Bluff
South Gulch
Cimarron County
Mustang Hills
Buffalo Run
Battle of Hondo

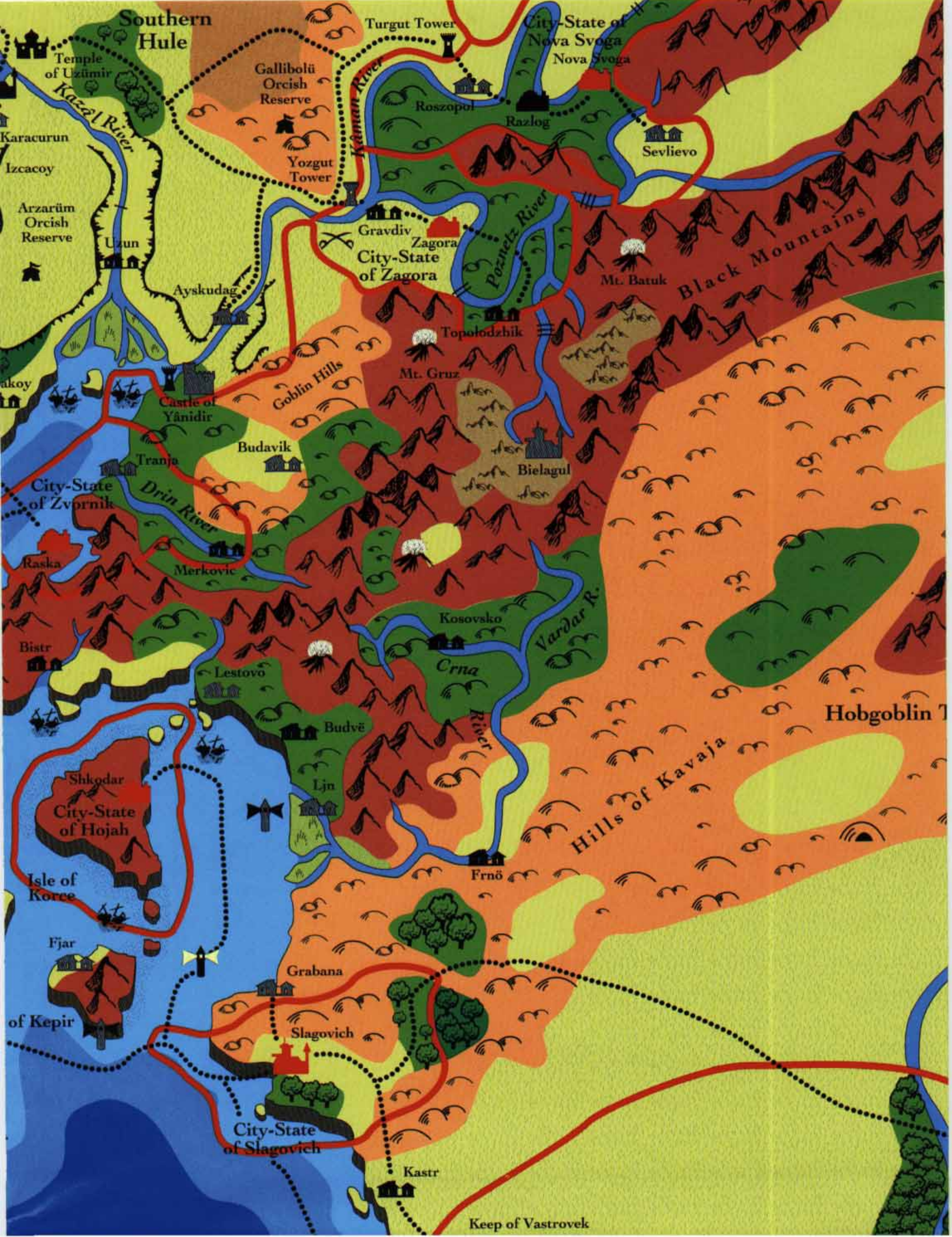
Symbol	Terrain
🟨	Clear
🟨	Grassland
🟧	Hills
🟧	Cave
🟩	Hills with For
🟩	Light Forest
🟩	Heavy Forest
🟩	Jungle

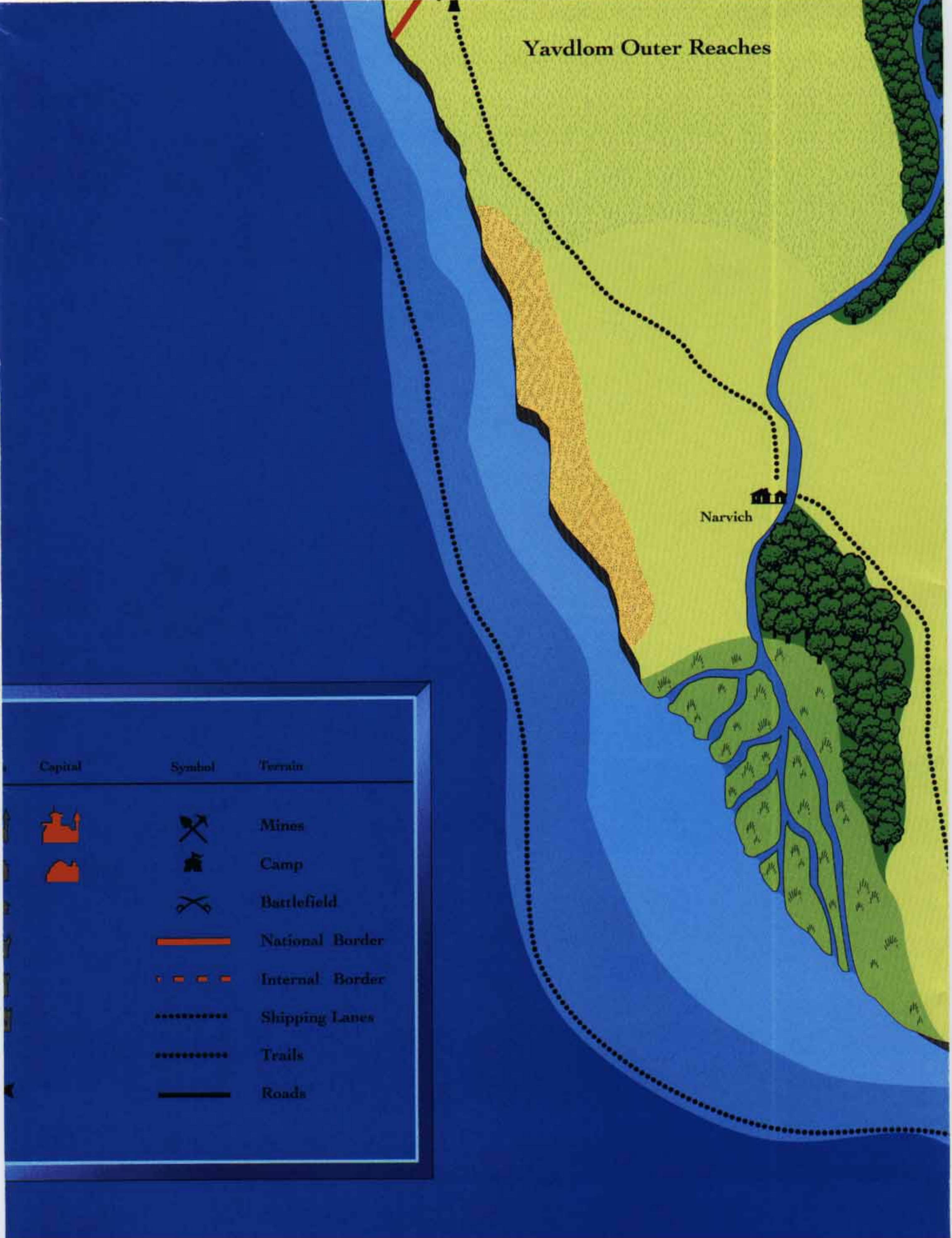

Rio Torrentes
Rio Tuntos
Peublo Real
To Hule (75 miles)
Torre del Duende
Las Guajacas
Baronia de Torreón
Rio Fangoso
Las Chambas
Chiquitin
Puebla de Alcázar
Casanegra
Villavieja
Ciudad Morales
El Lugar
Castillo Grande
ra
Las Rocallas
Bastión de los Caballeros
Ciudadela de León
Las Cienagas
Antro do Dragáo
Mina do Norte
Campo dos Ogros
Serra Sanguinea
Terra Vermelha
(Unclaimed Territory)
Mina do Sul
Campo-Ladráo
Torre do Perdáo
Azurun
Izlibül
Castle of Aymir
Tower of Osmaniye
Battle of Burdür
Tilkit River
Dominio de Vilaverde
O Grande Escarpament
Yenigaz
Cafundo
Babriz
Boyázka
Ponto Piratas
Porto Preto
Escolhos
Baia dos Porquinhos
Boa Mansao
Porto Punhal
Velha Navalha
Estado de Texeiras
Baia de Sereia
adiana
Punto-Escobar
Vila Franca
Ciudad Quimeras
Colinas Grutescas
Rio Guadiana
Baronia de Narvaez
Puerto Morillos
Almavegas
Castillo Blanco
Bosque de los Ojos
Isla del Cayo
Ciudad Real
Delta de Pozaverde
Baronia de Gargoña
orado
Albasan
Cape Korcula
Cape Kucevo
Berat Island
Jezevo
Isle
Krujë
Isle of Vlö

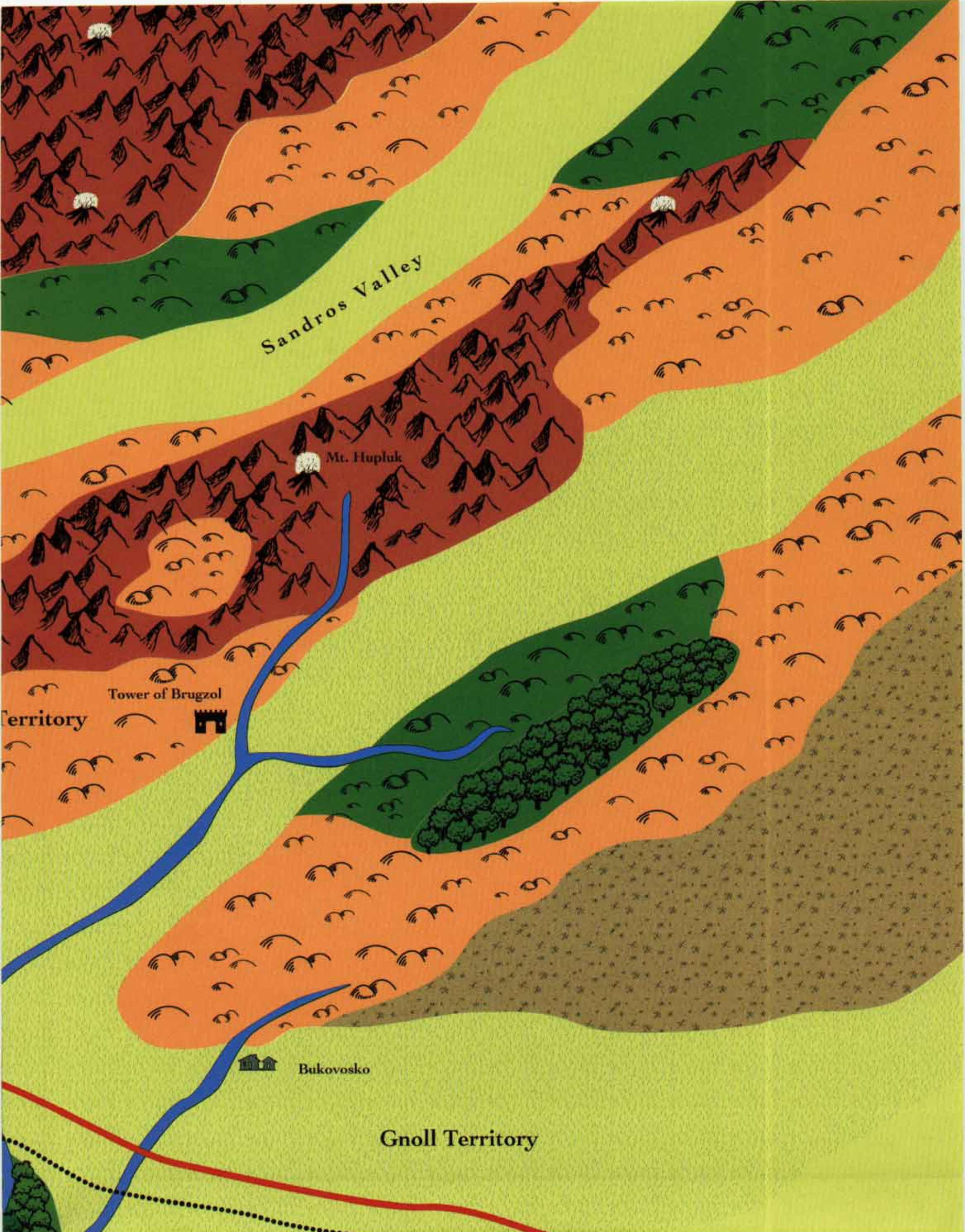

Tejillas
lmarrón
The Gulf of Hule
N
Scale: 1 Inch = 32 Miles
Western Sea

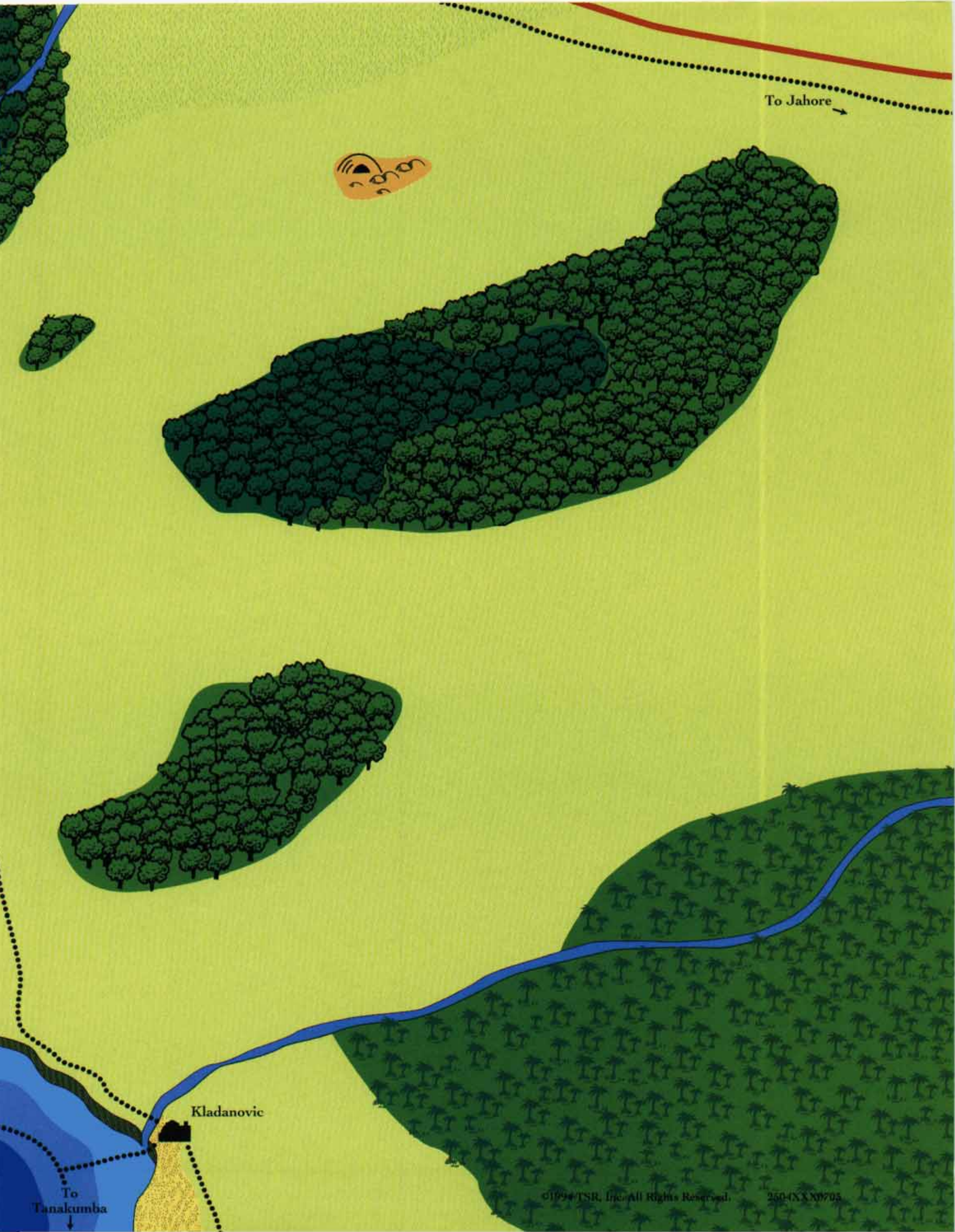
GULF OF HULE REGION

Symbol	Terrain	Symbol	Terrain	Symbol	Terrain	Ruin
🟥	Mountains	🟨	River	■	City	■
🟥	Volcano	🟨	Greater Cataract	■	Town	■
▼	Plateau or Cliff	🟨	Medium Cataract	■	Village	■
🟨	Sea Sand or Sandy Desert	🟨	Lesser Cataract	■	Palace	■
🟨	Rocky Desert	🟦	Open Water	■	Castle	■
🟫	Badlands	🟦	Reefs	■	Fort	■
🟨	Cactus Scrub	🟨	Shoals	■	Tower	■
🟩	Swamp	🟦	Whaling	■	Lighthouse	■
🟧	Barren Terrain	🟦	Naval Battle	■	Rock Shelter	


Southern Hule
Temple of Uzümir
Turgut Tower
City-State of Nova Svoga
Nova Svoga
Gallibolü Orcish Reserve
Kazal River
Karacurun
Izcacoy
Arzarüm Orcish Reserve
Kâman River
Roszopol
Razlog
Sevlievo
Yozgut Tower
Uzun
Gravdiv
Zagora
City-State of Zagora
Poznetz River
Black Mountains
Mt. Batuk
Ayskudag
Topolodzbik
Mt. Gruz
Goblin Hills
akoy
Castle of Yânidir
Budavik
Bielagul
Tranja
City-State of Zvornik
Drin River
Raska
Merkovic
Kosovsko
Vardar R.
Crna River
Bistr
Lestovo
Budvë
Hobgoblin T
Shkodar
City-State of Hojah
Ljn
Hills of Kavaja
Isle of Korce
Frnö
Fjar
Grabana
of Kepir
Slagovich
City-State of Slagovich
Kastr
Keep of Vastrovek


Yavdlom Outer Reaches
Narvich
Capital
Symbol
Terrain
Mines
Camp
Battlefield
National Border
Internal Border
Shipping Lanes
Trails
Roads


Sandros Valley
Mt. Hupluk
Tower of Brugzol
erritory
Bukovosko
Gnoll Territory


To Jahore
Kladanovic
To Tanakumba

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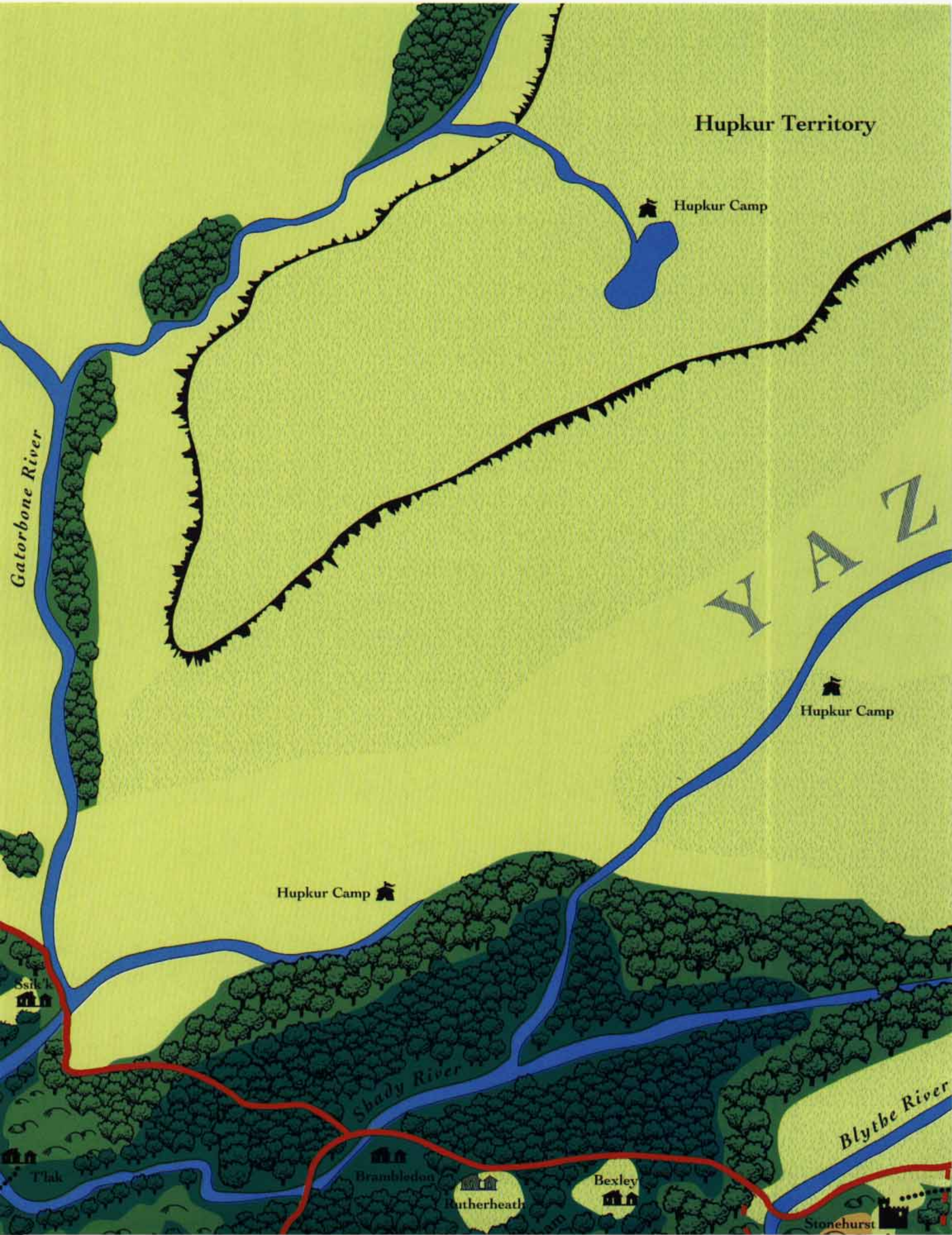
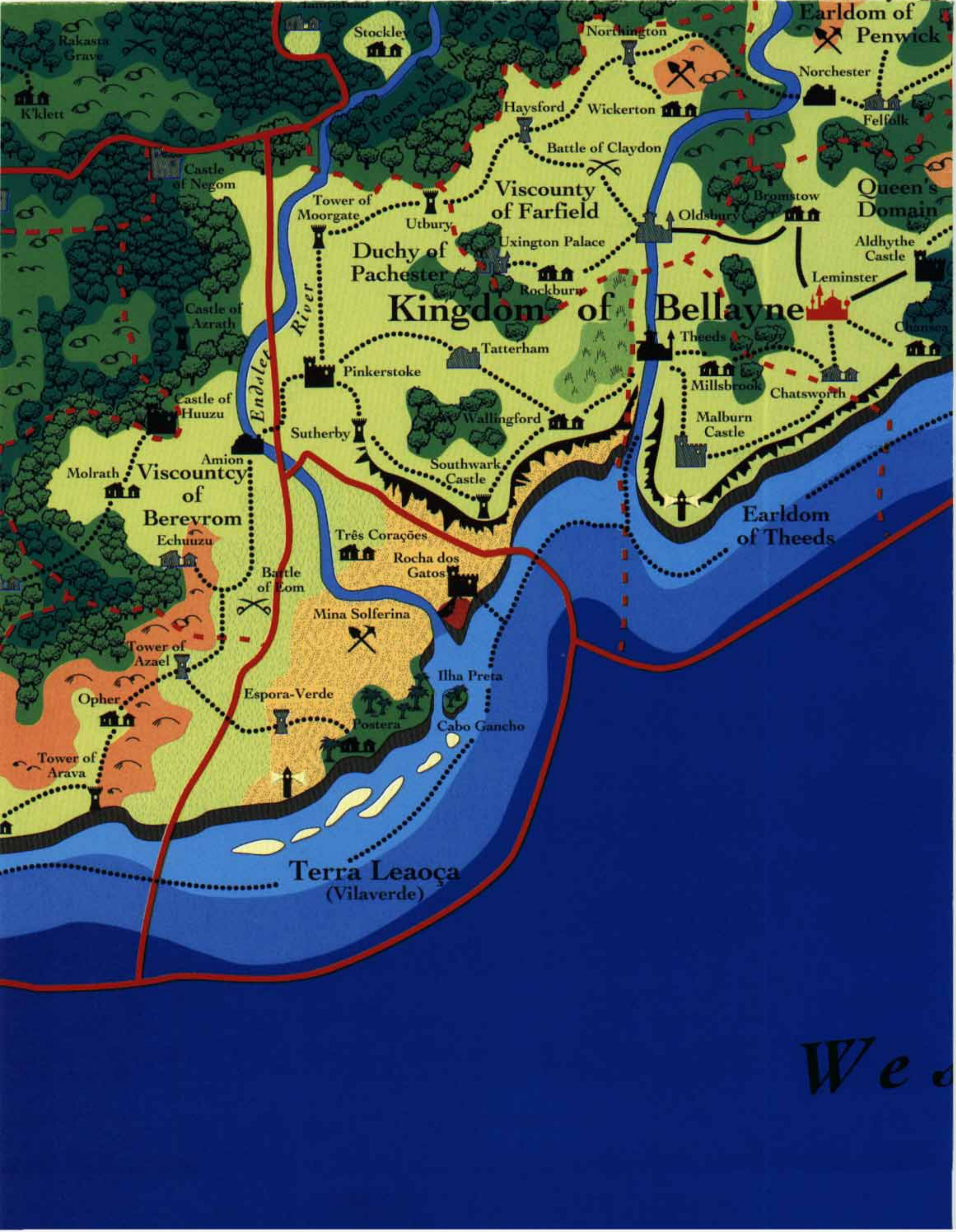
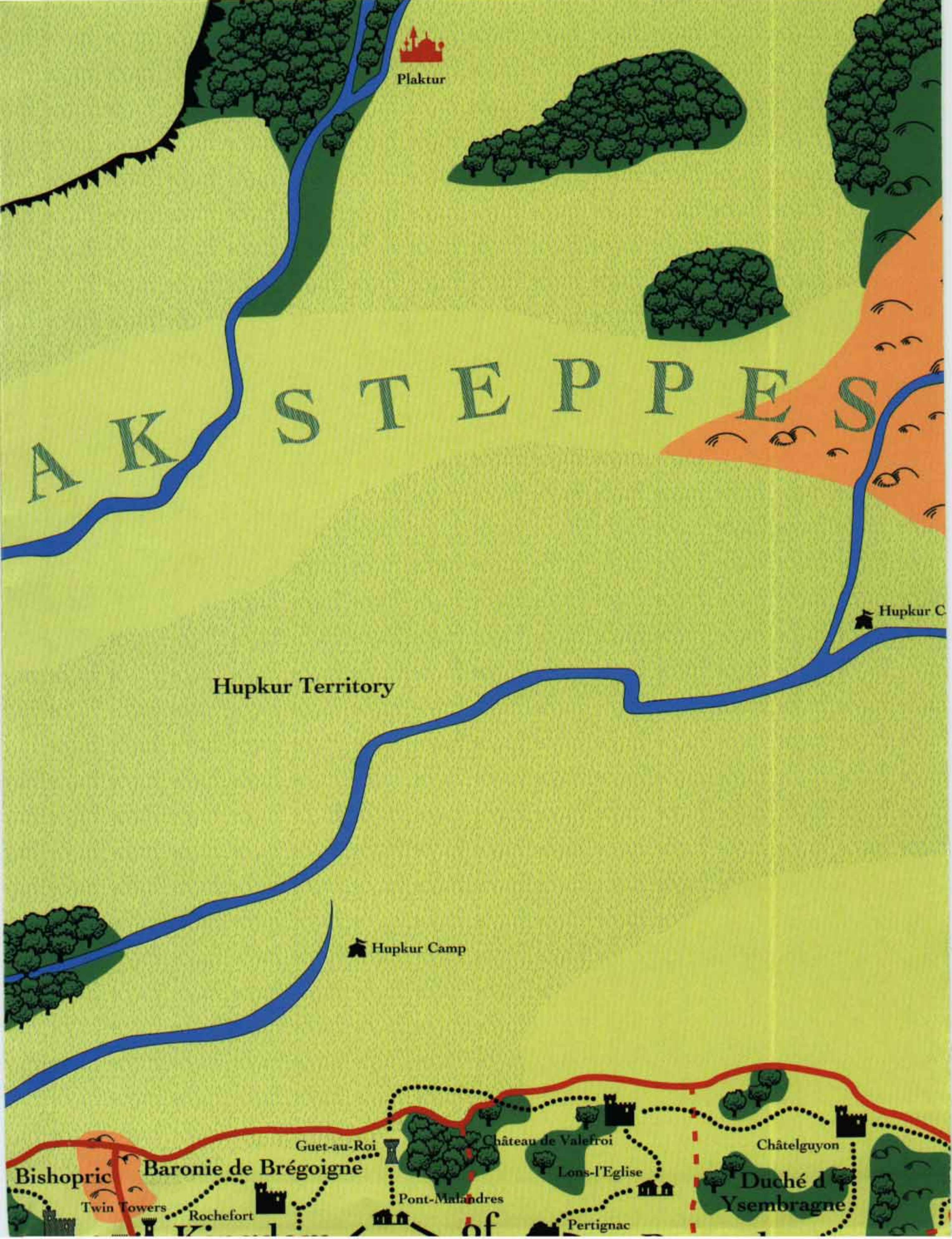
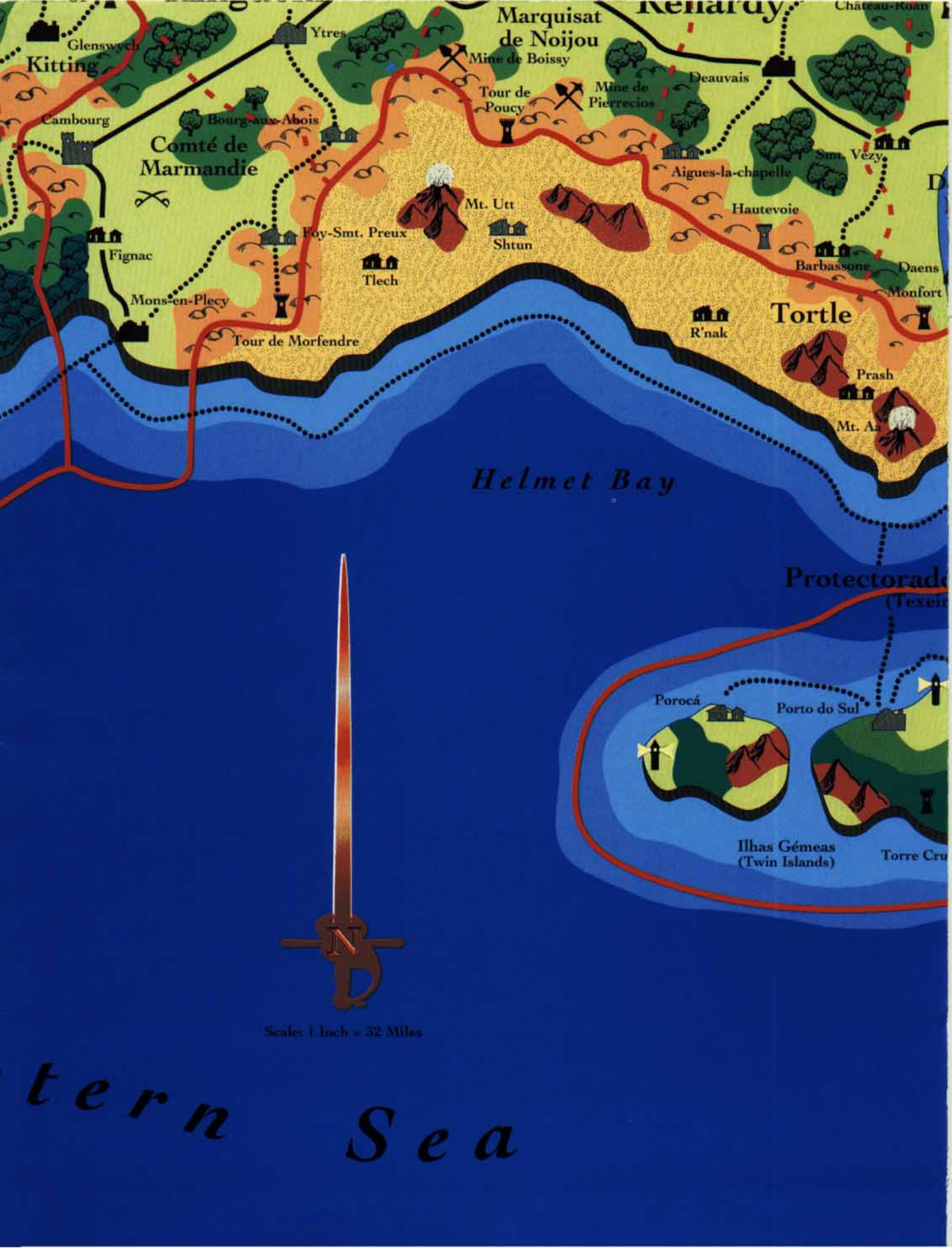
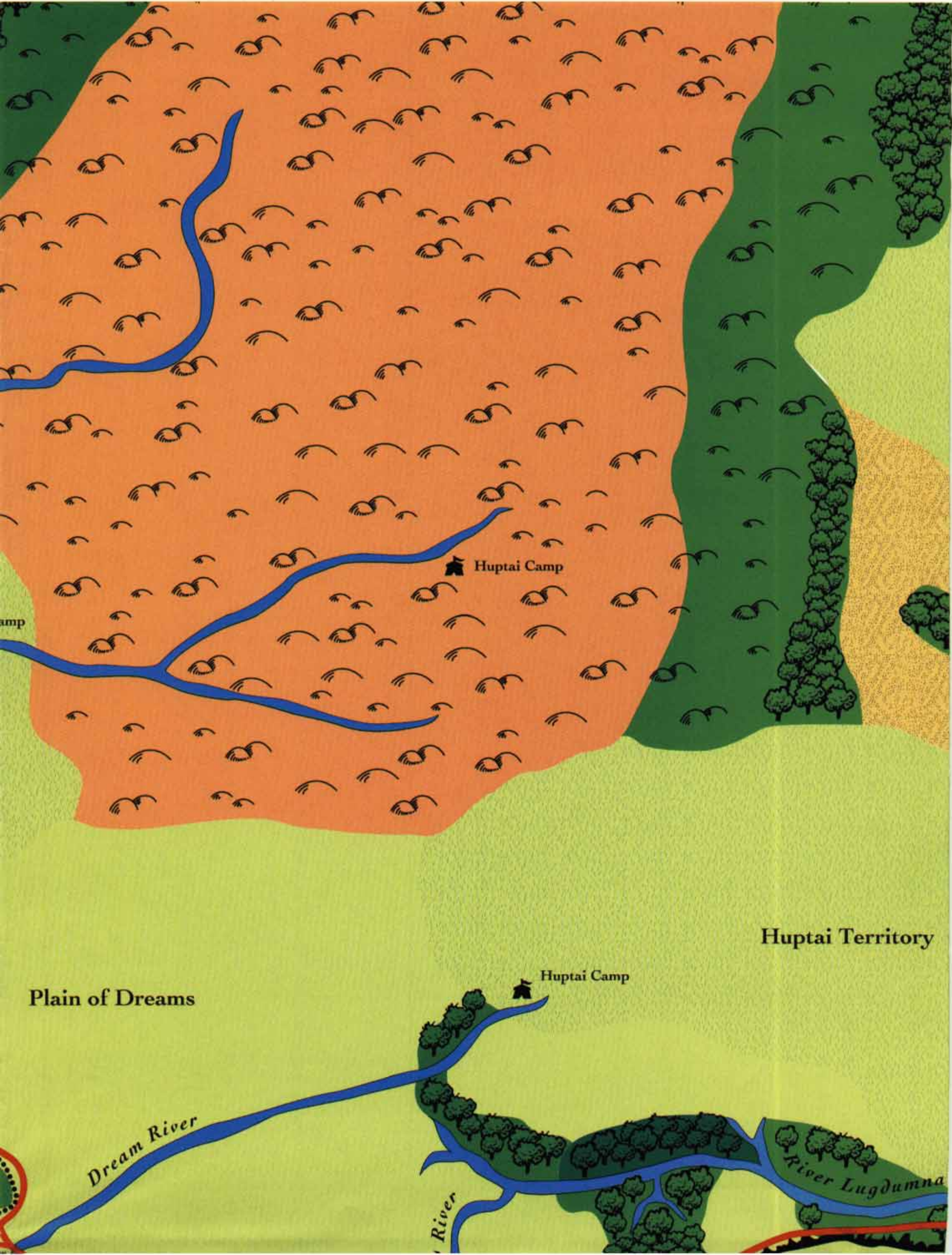

Hupkur Territory
Hupkur Camp
YAZ
Gatorbone River
Hupkur Camp
Hupkur Camp
Ssik'k
Shady River
Blythe River
T'lak
Brambledon
Rutherheath
Bexley
Stonehurst

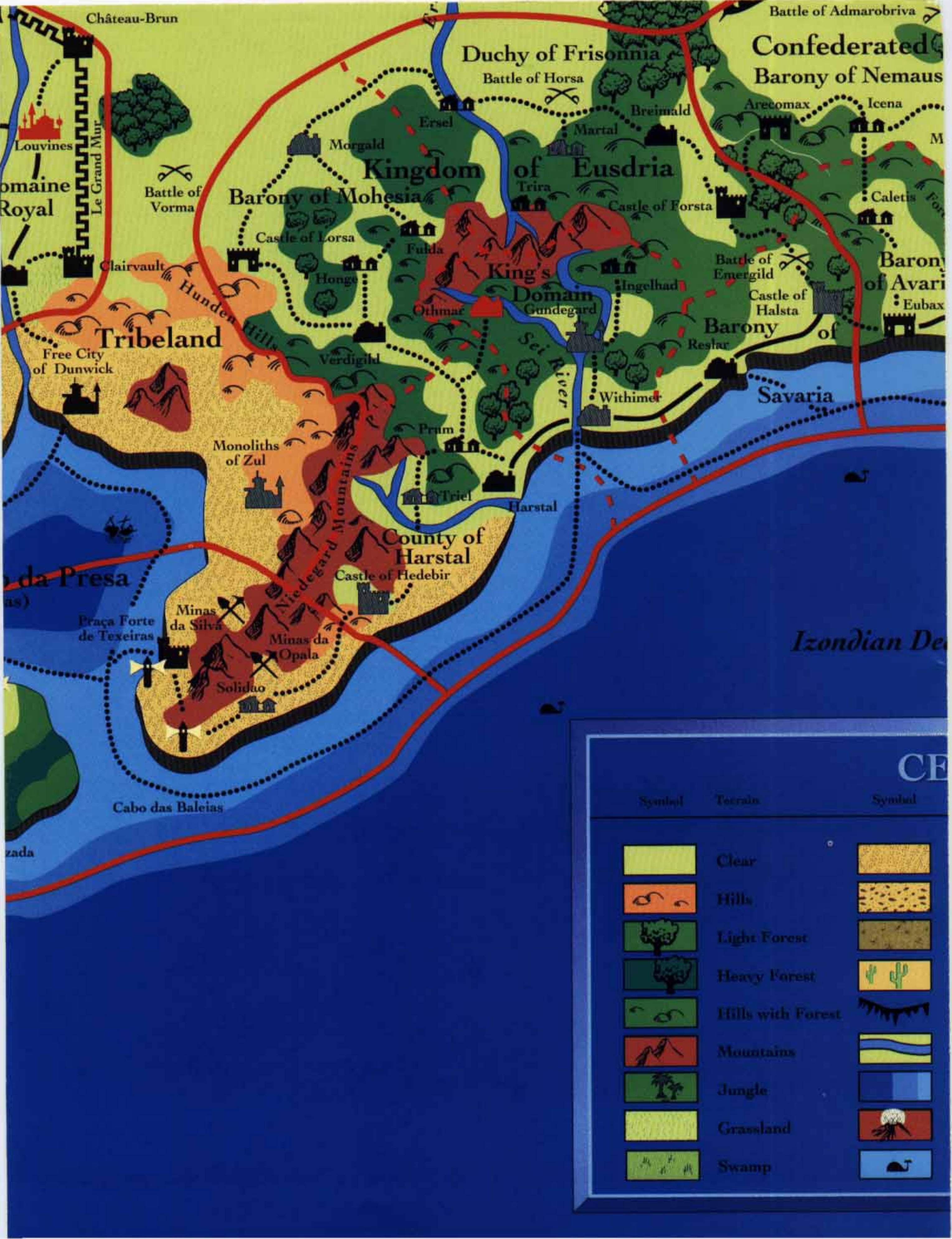


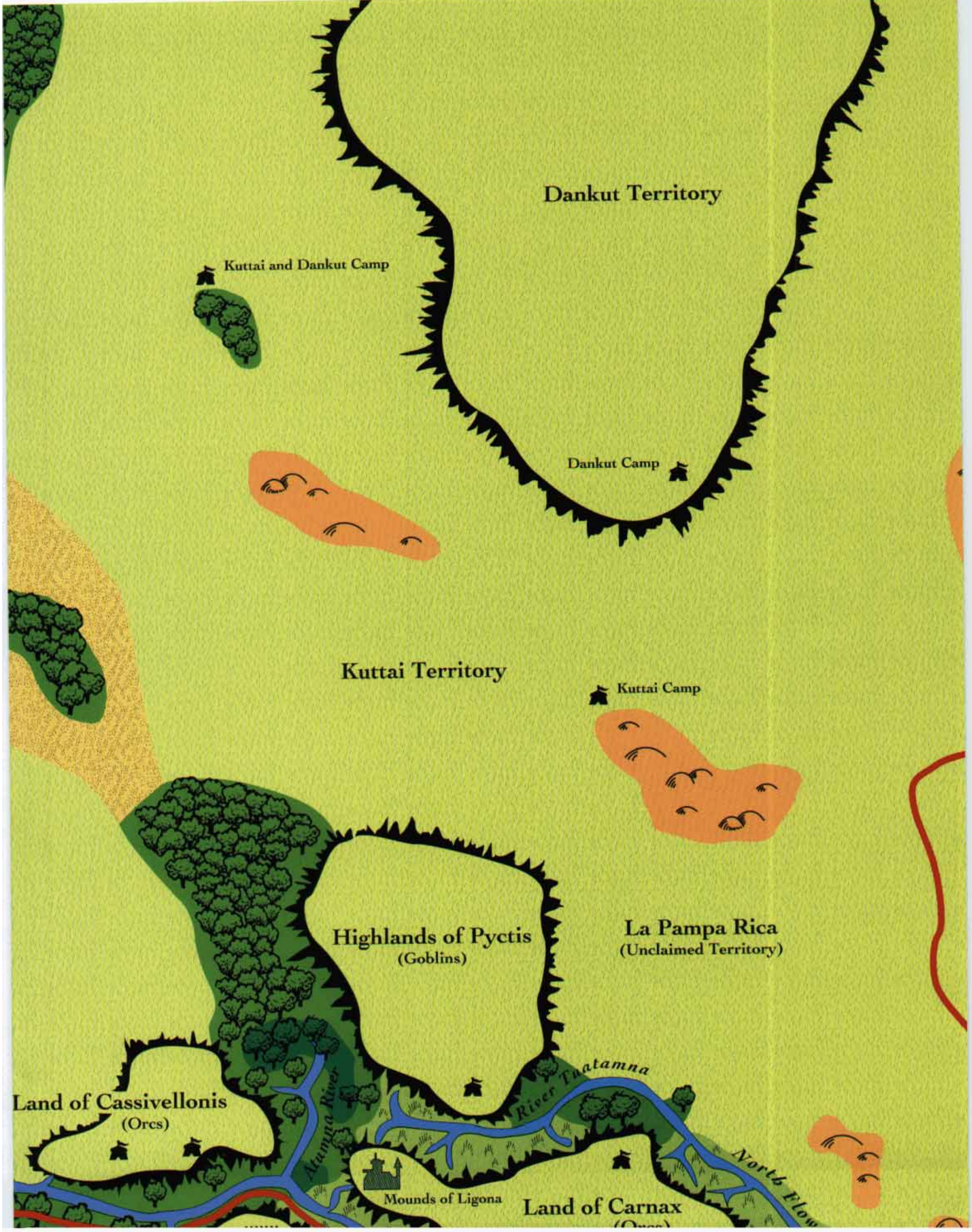
Rakasta Grave
K'klett
Stockley
Forest Marches of
Castle of Negom
Northington
Earldom of Penwick
Norchester
Felfolk
Haysford
Wickerton
Battle of Claydon
Viscounty of Farfield
Tower of Moorgate
Utbury
Oldsbury
Bromstow
Queen's Domain
Uxington Palace
Aldhythe Castle
Duchy of Pachester
Rockburn
Leminster
Kingdom of Bellayne
Castle of Azrath
Endslet River
Tatterham
Theeds
Chansea
Pinkerstoke
Millsbrook
Chatsworth
Castle of Huuzu
Wallingford
Malburn Castle
Sutherby
Amion
Molrath
Viscountcy of Berevrom
Southwark Castle
Earldom of Theeds
Echuuzu
Três Corações
Rocha dos Gatos
Battle of Eom
Mina Solferina
Tower of Azael
Ilha Preta
Opher
Espora-Verde
Postera
Cabo Gancho
Tower of Arava
Terra Leaoça
(Vilaverde)
We

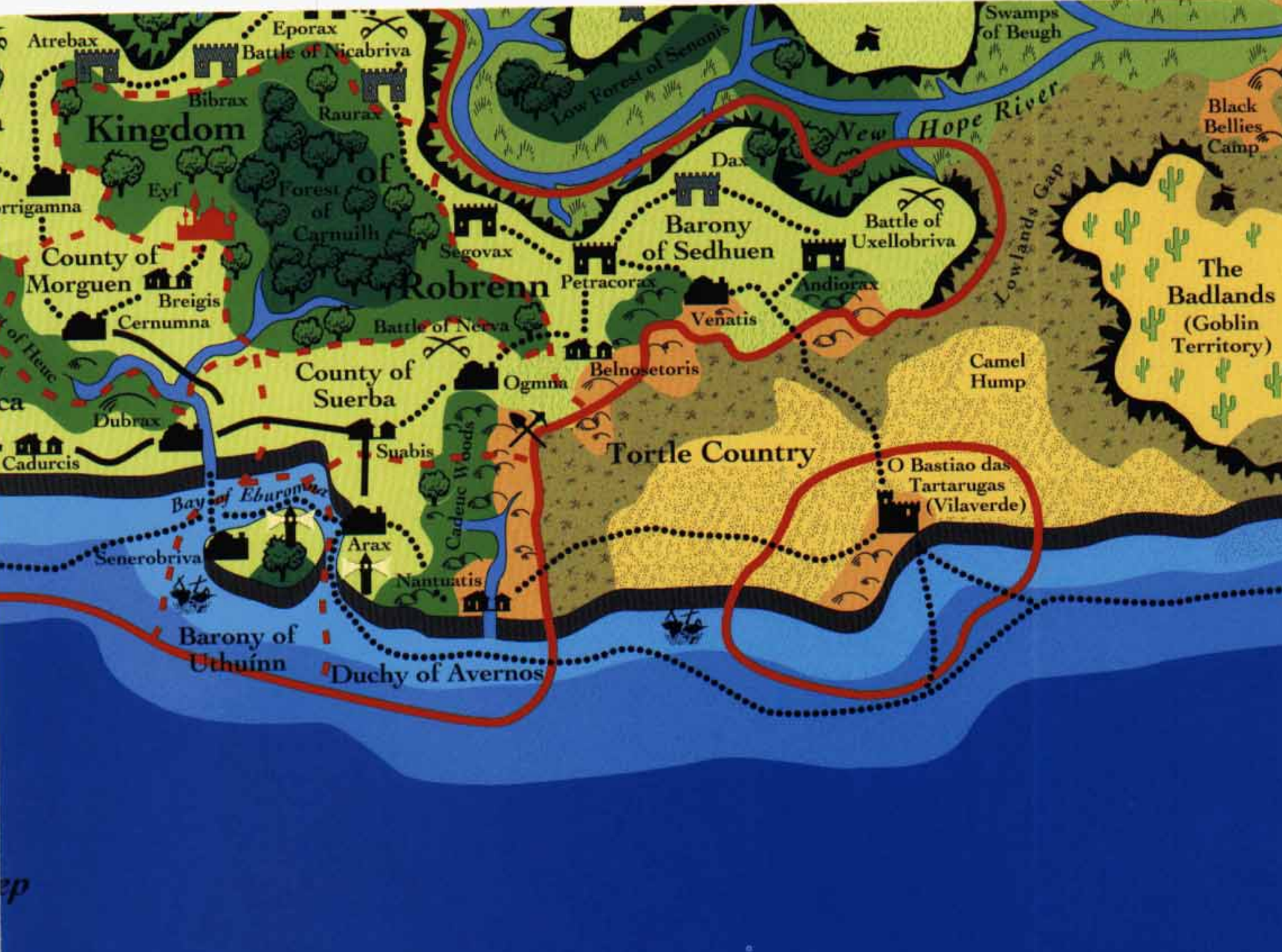

Plaktur
AK
STEPPES
Hupkur C
Hupkur Territory
Hupkur Camp
Guet-au-Roi
Château de Valefroi
Châtelguyon
Bishopric
Baronie de Brégoigne
Lons-l'Eglise
Duché d
Ysembragne
Twin Towers
Rochefort
Pont-Malandres
of
Pertignac


Renardy
Château-Roan
Marquisat de Noijou
Glenswych
Kitting
Ytres
Mine de Boissy
Deauvais
Tour de Poucy
Mine de Pierrecios
Cambourg
Bourg-aux-Abois
Comté de Marmandie
Smt. Vezy
Aigues-la-chapelle
D
Mt. Utt
Hautevoie
Foy-Smt. Preux
Shtun
Fignac
Tlech
Barbassone
Daens
Monfort
Mons-en-Plecy
Tortle
R'nak
Tour de Morfendre
Prash
Mt. Aa
Helmet Bay
Protectorad
(Texeir
Porocá
Porto do Sul
N
Ilhas Gémeas
(Twin Islands)
Torre Cru
Scale: 1 Inch = 32 Miles
tern Sea


Huptai Camp
amp
Huptai Territory
Huptai Camp
Plain of Dreams
Dream River
River Lugdumna
River


Château-Brun
Battle of Admarobriva
Confederated
Barony of Nemaus
Duchy of Frisonnia
Battle of Horsa
Breimald
Arecomax
Icena
Er
Ersel
Martal
Morgald
Kingdom of Eusdria
Trira
Barony of Mohesia
Louvines
Le Grand Mur
omaine Royal
Battle of Vorma
Castle of Forsta
Caletis
For
M
Castle of Lorsa
Fulda
King's Domain
Ingelhad
Battle of Emergild
Baron of Avari
Castle of Halsta
Eubax
Clairvault
Hunden Hills
Honge
Othmar
Gundegard
Tribeland
Barony of Savaria
Reslar
Free City of Dunwick
Verdigild
Sei River
Withimer
Prum
Monoliths of Zul
Niedegard Mountains
Triel
Harstal
County of Harstal
Castle of Hedebir
da Presa
as)
Minas da Silva
Praça Forte de Texeiras
Minas da Opala
Solidao
Izondian De
Cabo das Baleias
zada
CE
Symbol
Terrain
Symbol
Clear
Hills
Light Forest
Heavy Forest
Hills with Forest
Mountains
Jungle
Grassland
Swamp


Dankut Territory
Kuttai and Dankut Camp
Dankut Camp
Kuttai Territory
Kuttai Camp
Highlands of Pyctis
(Goblins)
La Pampa Rica
(Unclaimed Territory)
River Tuatamna
Land of Cassivellonis
(Orcs)
Atumna River
Mounds of Ligona
Land of Carnax
North Flow


Atrebax
Eporax
Battle of Nicabriva
Bibrax
Raurax
Kingdom
of
Robrenn
Forest of Carnuilh
Eyf
rrigamna
County of Morguen
Breigis
Cernumna
of Heuc
ca
Dubrax
Cadurcis
Segovax
Petracorax
Battle of Nerva
County of Suerba
Ogmna
Suabis
Cadeuc Woods
Bay of Eburonum
Senerobriva
Arax
Nantuatis
Barony of Uthuínn
Duchy of Avernos
Low Forest of Senonis
New Hope River
Swamps of Beugh
Dax
Barony of Sedhuen
Battle of Uxellobriva
Andiorax
Venatis
Belnosetoris
Tortle Country
Lowlands Gap
O Bastiao das Tartarugas (Vilaverde)
Camel Hump
Black Bellies Camp
The Badlands (Goblin Territory)
ep

NTRAL SAVAGE COAST

Terrain	Symbol	Terrain	Ruins	Capital	Symbol	Terrain
Sea Sand or Sandy Desert	■	City	▨	🟥	⚒	Mines
Rocky Desert	■	Town	▨	🟥	▲	Camp
Badlands	■	Village	▨			Lighthouse
Cactus Scrub	■	Palace	▨		⚔	Battlefield
Plateau or Cliff	■	Castle	▨		—	National Border
River	■	Fort	▨		- - -	Internal Border
Open Water	■	Tower	▨		········	Shipping Lanes
Volcano	■	Rock Shelter			········	Trails
Whaling	⚔	Naval Battle			—	Roads

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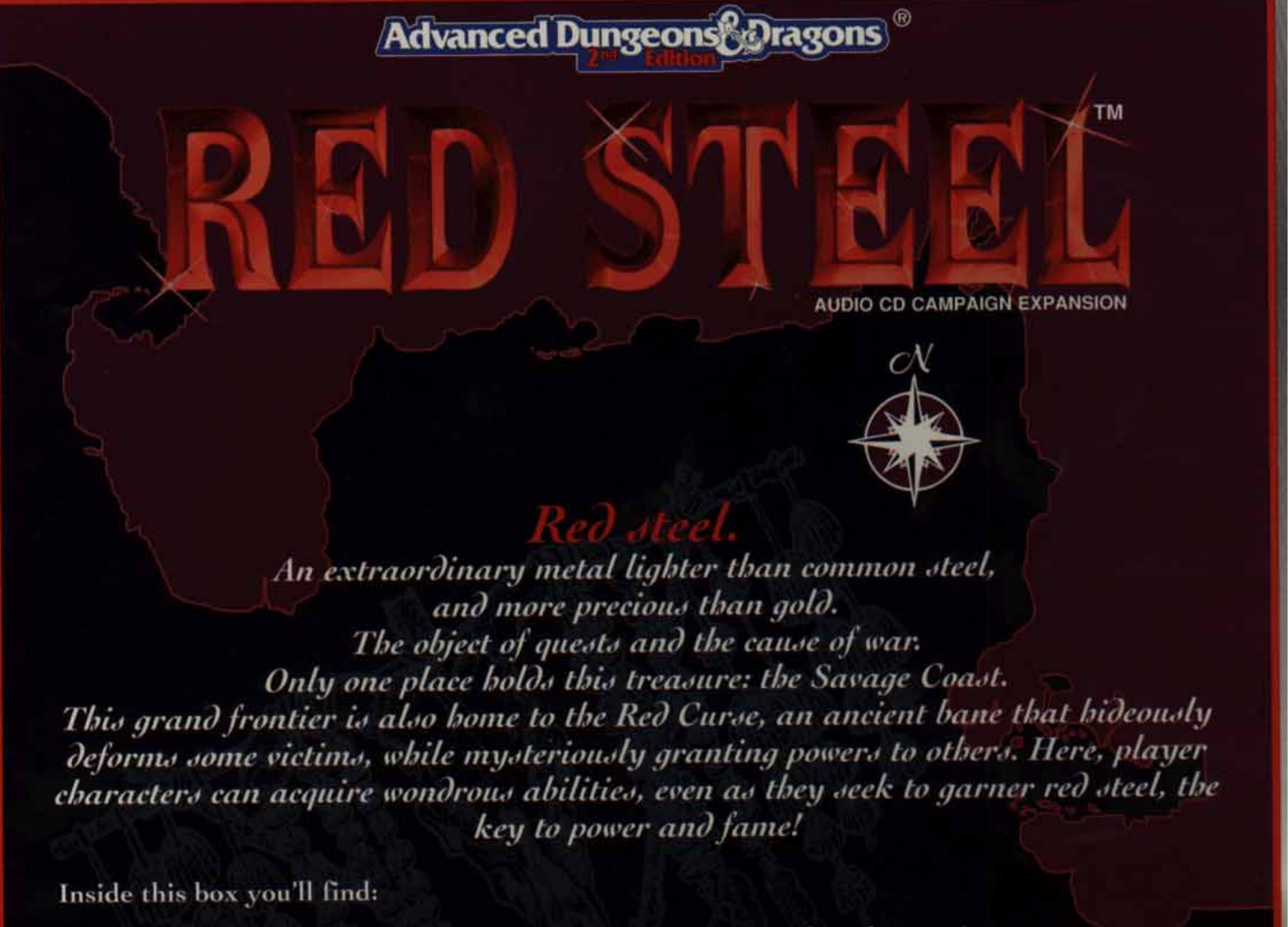

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